100% UNOFFICIAL!

THE UK'S BEST KIDS' VIDEOGAMES MAG!

POKÉMON WORLD™

ISSUE 74

POKÉMON Mystery Dungeon

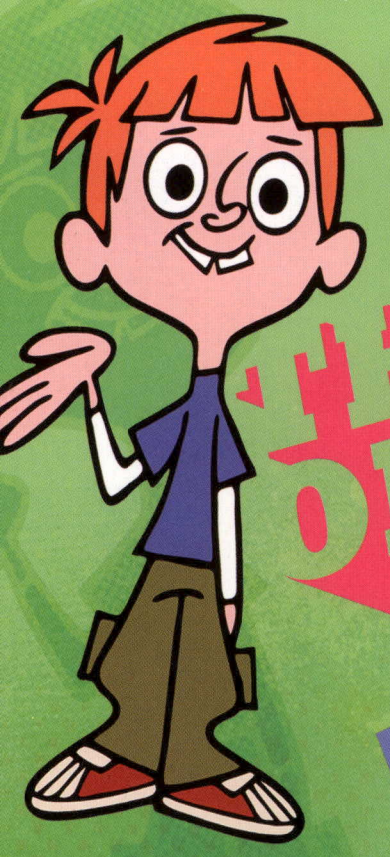
TIME EXPEDITION
DARKNESS EXPEDITION

POKÉMON WORLD POKÉDEX CARDS

18 CARDS INSIDE THIS ISSUE – START COLLECTING THE SET!

COMPOS TRADING CARDS GAMES PUZZLES

ISSUE 74 £3.99
9 771471 610029 74



THIS MONTH ON NICKTOONS

WAYSIDE™ Brand New Show!

NICK Toons

New Episodes!

EL TIGRE Les Aventures de Manny Rivera™

NICK Toons LAUGH YOUR PANTS OFF

WWW.NICK.CO.UK/NICKTOONS

You can watch NickToons on Sky: Channel 606, Virgin TV: Channel 717 and Tiscali TV: Channel 320

© 2007 Viacom International Inc. All Rights reserved.

HAPPY NEW YEAR!

Hello there Pokémon fans... and a Happy New Year to you! Hope you had a Pokémon-filled Christmas and are raring to go for 2008! This issue is packed with quality Poké-goodness. There's the first part of our collectable Pokédex Card set (18 cut-out cards for you to keep in your Pokémon World card boxes), the low-down on the new Mystery Dungeon Expedition games, and some top features on the Puffin book Airman and Lego Star Wars. All this plus your regular Design-A-Monster and Professor Yew stuff. Enjoy!

Over on page 14 is the first part of our Pokédex card set. Start cutting out now!

Read all about the new *Mystery Dungeon* games on page 10 – they're great!

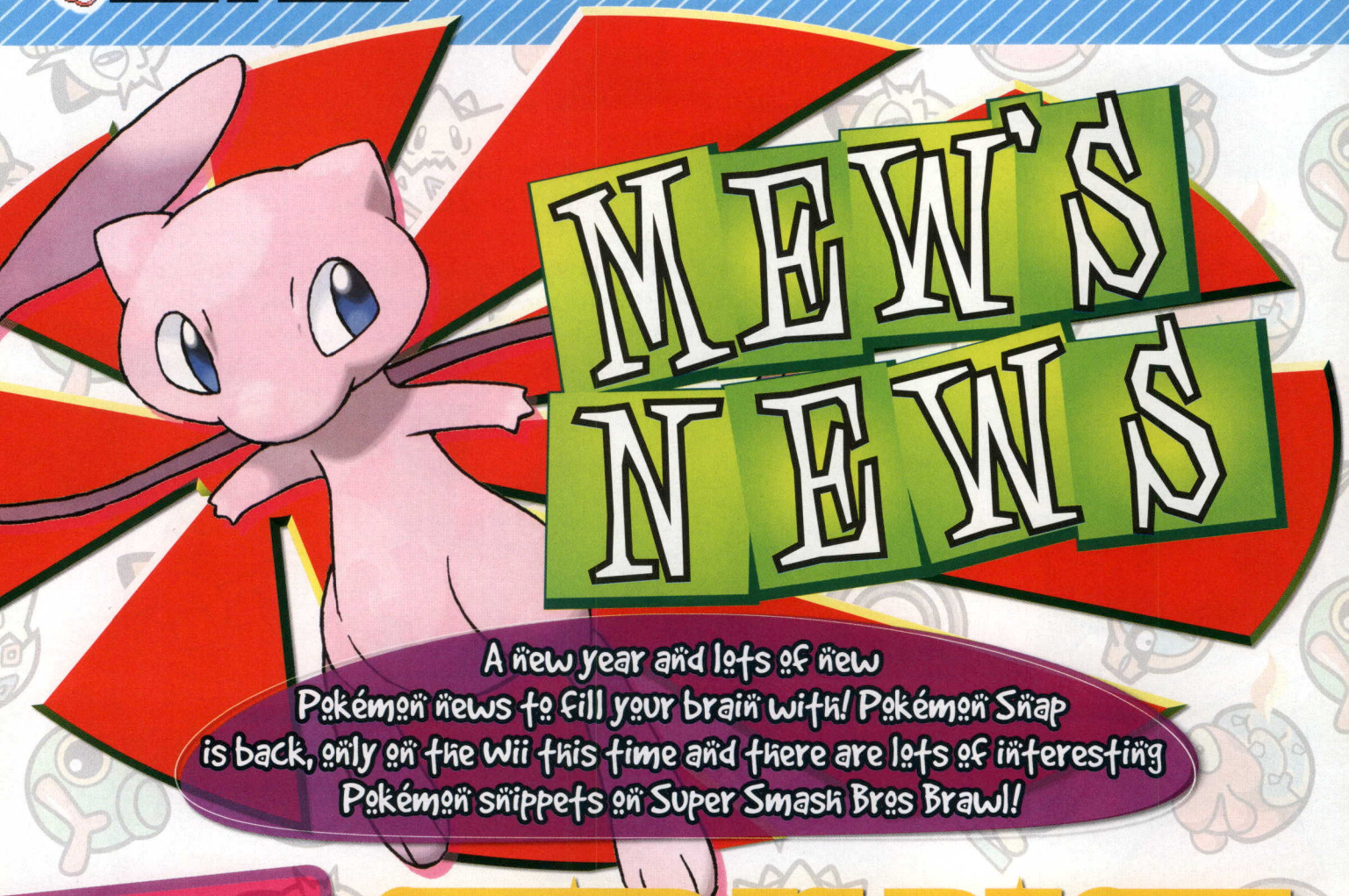
The latest Pokémon Trading Card Game info is on page 42.

4. **Mew's News** – *Pokémon Snap* makes a comeback.
8. **Pokéchat** – What was that you were saying?
10. **Mystery Dungeon 2** – Fancy a *Time* or *Darkness Expedition*?
14. **Pokémon World Pokédex cards** – The first part of... ooo, hundreds!
20. **Videogames Island** – Showcases of the best games.
32. **Pika Pics** – Two pages of top drawings!
34. **Ask Professor Yew** – What's the old duffer saying now?
36. **Design-A-Monster** – Horrible creations from your brains!
40. **Airman** – What's this *Airman* book all about?
42. **Pokémon Trading Card Game** – The latest from our card expert.
50. **Great Pokémon Moment** – A new item – great moments!

SUBSCRIBE! A GREAT WAY TO START THE NEW YEAR – SUBSCRIBE TO POKEMON WORLD! ON PAGE 9!

GET IN TOUCH!

Pokémon World, Richmond House,
33 Richmond Hill, Bournemouth, BH2 6EZ
pokemonworld@imagine-publishing.co.uk



MEW'S NEWS

A new year and lots of new Pokémon news to fill your brain with! Pokémon Snap is back, only on the Wii this time and there are lots of interesting Pokémon snippets on Super Smash Bros Brawl!

COMING SOON...

Super Smash Bros. Brawl
Wii, UK release, Spring

Pokémon Mystery Dungeon: Time Exploration Team and Darkness Exploration Team
DS, UK release, 2008

Pokémon The Movie 2007: Dialga Vs. Palkia Vs. Darkrai
DVD, Japan, out now

SNAP IS BACK!

Nintendo 64 game makes a comeback on Wii's Virtual Console!

Yes you read that right! If you're lucky enough to have a Wii you will soon be able to play *Pokémon Snap* on the Virtual Console. Never heard of it? Well it was a game on the Nintendo 64 back in 2000. In *Snap* you play a guy called Todd who becomes a Pokémon photographer and has to wander around Pokémon Island taking snapshots for Professor Oak. The Prof needs these shots to accompany his Pokémon scientific findings you see, so you need to take care of various aspects of the pictures – size, pose, technique and the number of monsters you can snap at one time all bring high scores. There are 63 Pokémon hidden away in the game, which isn't many really and was a reason the original didn't score very highly the first time around. It's worth a play though.

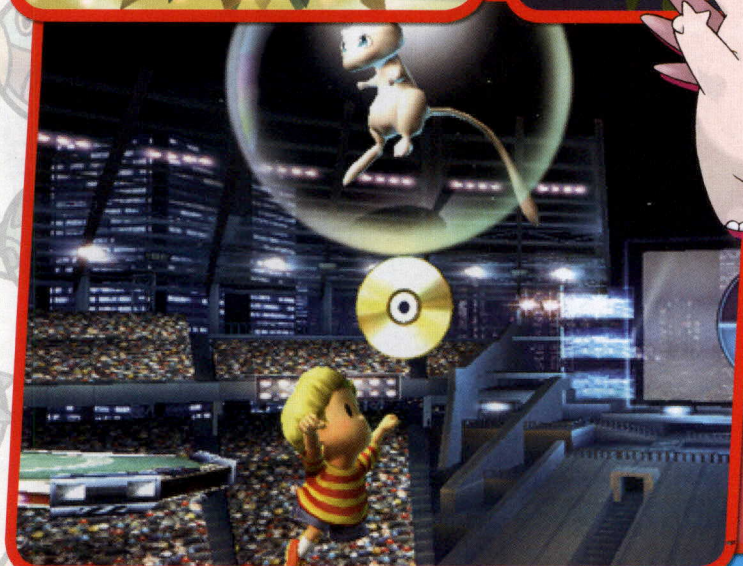
THEY'RE POKE-ING OUT OF SMASH BROS!

Veteran Pokémon reappear in new Smash Bros game!

It has been revealed on the official website for *Super Smash Bros Brawl* that **all of the previous Pokémon** that appeared in the *Smash Bros* games are in this new version too!

Suicune is back with an Icy Cloud Storm attack that knocks everyone out; Lugia can send out its Aeroblast that knocks competitors flying; **Staryu flies around then homes in on one player to deliver its Swift attack**; Bellossom can use Sleep to send others off to the land of nod; **Ho-Oh can deliver Sacred Fire into the battle arena causing incredible damage**; Togepi gets its Metronome going for a variety of attacks; **Snorlax leaps into the air then lands back larger than before**, splatting all in its way; and then there is Mew and Celebi who this time jump into the air and rain down gifts like CDs and stickers! Wow, sounds like this game is packed with secret Pokémon goodness; it's going to be a blast to play!

Sadly, the game was planned for a 1 February release over here in the UK, the US version being out in time for Christmas, but **our Nintendo man tells us that this is no longer the case**. All he can tell us is 'sometime in the spring' – so that means a few more months wait for us all. Never mind, gives us all time to enjoy *Pokémon Battle Revolution* first I suppose!



When Mew or Celebi appear in the game, they will deliver you a great surprise in the form of a CD or some stickers. All virtual gifts of course, but fun nonetheless!

Pokémon Diamond Version Pearl Version Character Profile

Palmer

This guy is always in a hurry and talks nervously. He's the Tower Tycoon Palmer and the leader of the Battle Tower in the new games. He is the father of your rival Pokémon Trainer. Of course, you might have renamed the rival in your game, if you hadn't, it would be Pearl or Diamond depending on your game.

11TH MOVIE NAMED!

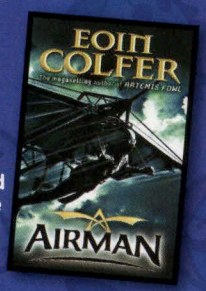
Japanese TV show *Oha Suta* recently revealed the title of the next Pokémon movie over there. It's called ***Diamond & Pearl: Giratina And The Bouquet From The Icy Sky*** and the snippet we have seen shows Giratina along with Palkia and Dialga with the tagline **'The fight of the Pokémon Gods has not ended'**! The movie will be in cinemas in Japan in July, and you can see the teaser trailer for yourself by pointing your web browsers to **www.pokemon-movie.jp**. You'll also see Regigigas in the trailer and we hear that Shaymin will also make an appearance. UK release... oooh, let's say 2020!

DOWN THE BOOK SHOP

Going to the shops for the January sales? Get a book!

AIRMAN

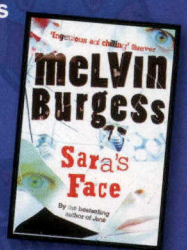
by Eoin Colfer



A fantastic new book, and a new direction for Eoin Colfer. Plus we have a free glider kit with this issue of Pokémon World to help launch the book! Read more about it over on page 40!

SARA'S FACE

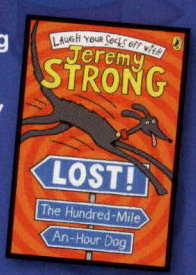
by Melvin Burgess



Sara Carter wants to be famous. Fame is her obsession. So when legendary rock star Jonathon Heat offers her star training and the cosmetic surgery she thinks she wants, Sara can't believe her dream will come true. But Jonathon Heat doesn't want Sara's talent. Jonathon Heat wants Sara's face! Melvin Burgess is on top form with this chilling, original and topical psychological thriller.

LOST! THE HUNDRED-MILE-AN-HOUR DOG

by Jeremy Strong



Streaker the dog is lost. And not just a bit lost, but REALLY LOST! It wasn't even her fault! She wanted to protect some pies from the pie robber and suddenly she's miles from home – and she has to make friends with a cat. A CAT! But it gets a lot hairier when they find themselves face-to-face with a baboon... For the first time ever, Streaker tells her incredible adventures in her own words – and very funny words they are too. Rowan Clifford's illustrations add to the chaotic fun.

GAMER GRAFFIX!

High quality, 3D Pokémon posters get the green light!

American company Gamer Graffix has just won the licence from Pokémon Company USA to produce versions of their Wall Graffix posters based on Pokémon! These are special 'next generation, three-dimensional, removable posters that can be applied to any flat surface'. Basically what this means is they are top quality vinyl stickers, measuring 45cm x 60cm that you can put on walls, windows, cars, vans – you get the idea.

Gamer Graffix are the guys behind all the console skins you see in the shops these days. They have a great range of videogame themed skins for PlayStation 3, PS2, Xbox 360, PSP and the Nintendo DS, with all of the major videogame brands and characters represented in their portfolio. We particularly like the *Mario Kart* and *Nintendogs* range – very cool indeed!

At $19.99 each, expect to see some of these imported to your local Gamestation or independent game shop sometime in 2008. With import costs expect to pay around £12 for one.

ULTIMATE PACK!

Pokémon Center launches the ultimate D&P pack...

We always wonder whether to bring you these snippets of news or not, as you'll probably find it tough to get down to the Pokémon Center in New York, and they don't deliver to the UK (boo, hiss!), but it's perhaps interesting to read anyway... Over Christmas the Pokémon Center put together the ultimate *Pokémon Diamond* and *Pearl* pack for true Pokémon collectors to pig out on everything to do with the game. It contained a limited edition yellow Pikachu Nintendo DS Lite, both games, a copy of Prima's strategy guide book and a copy of the new Pokédex book. Wow – all of that for only $345.95 (that's around £173 to you and me). Maybe it's about time The Pokémon Company thought about launching a Pokémon Centre in the UK – I'm sure you will agree it would do great business with packs like this on offer!

THE ULTIMATE DBZ BUDOKAI TENKAICHI GAME!

OUT NOW

- MORE THAN 160 CHARACTERS AND OVER 30 UNIQUE BATTLE STAGES!
- UNLIMITED GAMEPLAY THROUGH 10 DIFFERENT GAME MODES RECREATING THE COMPLETE DRAGON BALL WORLD!
- NEW BATTLE REPLAY MODE TO SAVE AND REPLAY YOUR FAVOURITE FIGHTS!

- PS2 EXCLUSIVE - DISC FUSION SYSTEM: UNLOCK ALL NEW MODES WITH DBZ BUDOKAI TENKAICHI 1 & 2!
- WII EXCLUSIVE: FOR THE FIRST TIME EVER, BATTLE AGAINST YOUR FRIENDS ONLINE!

© Bird Studio/Shueisha, Toei Animation
© 2007 NBGI
Published by Namco BANDAI Games Europe SAS
Distributed by Atari Europe SASU

TOEI ANIMATION BANDAI BANDAI NAMCO Games Wii PlayStation 2

POKÉCHAT

Q: Why doesn't Ash ever go to a restaurant?
A: Because they always serve an odd-dish (Oddish)
From Stacey Keeper, Brighton

Hi, my name is Peter Martin, aged 13 from London. I bought issue 67-71 and I think they're amazing, also I thought there were some great competitions to enter, especially the ones where you win DS games. The reason why I sent in my message is because I wanted you to advertise my cousin's website...

www.pokemonmastersonly.piczo.com

Many Thanks.

Hi Peter, thanks for your email. We're happy to show the Pokémon World your cousin's website. Here are some screenshots of the website in action. Hope he or she gets lots of hits from this plug!

Pokémon World

PKMN.NET Bulbapedia Serebii.net Pokemon Elite 2000 Japanese Pokedex Pokémon Dia...émon Pearl

FROM THE FORUM

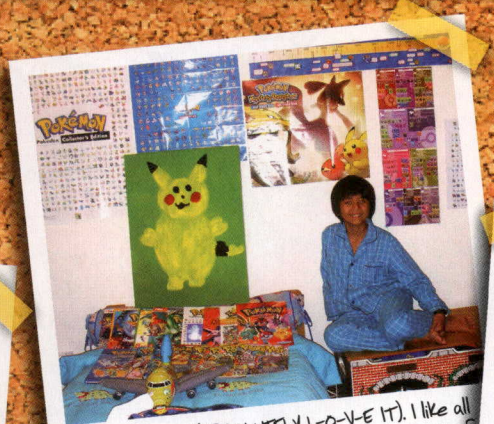
SmArticuno says:
I am aware that Pokémon do not die in battle. But I think they must eventually die to make room for newly hatched Pokémon. And the whole point of Pokémon is: evolution. Natural selection definitely cannot take place if all Pokémon are immortal. And it probably wouldn't be financially advisable to store them all in PCs because, 1) they would all hate you, and 2) memory is expensive. So what do you think?

Blackjack Gabbiani says:
Your Pokémon in the games don't, but others have been shown to. Remember the dead Marowak and Onix in the games? And the graveyard in Special?

Anaya says:
Well yeah. Why do you think there is that tower in Lavender Town?

Psychic Politoed says:
Go to either Lavender Tower or Mt Pyre and some people should talk about cherished Pokémon they have that died. Plus, in Red/Blue/Fire Red/Leaf Green, a Marowak was killed by Team Rocket and fought the trainer as a ghost.

JOIN IN THE CHAT AT WWW.SEREBII.NET



I love Pokémon (ABSOLUTELY L-O-V-E IT). I like all the Pokémon a lot. My most prized possessions of my Pokémon Collection are my Infernape lv. X,

Hi, my name is Leanne Bark, I am ten years old and I love Pokémon. My favourite Pokémon is Pikachu. This is a picture of me and some of my Pokémon things.

Torterra lv. X and Empoleon lv. X. In my Pokémon Pearl I have lots of lv. 100s in my team (I didn't use R4). From Adam Choi, age ten, Hong Kong.

Pokémon Fan Fiction

Danger On The Road To New Bark Town

By Sarah Barwick, age ten, Saltburn

"One more lovely, sunny day in Pokémon paradise," yawned Sarah as she woke from her dream about becoming the greatest Pokémon Master ever.

"I think we'll go home today Dragonair," she exclaimed. "It's a lovely day to go for a nice quiet stroll, isn't it?"

So when she was ready, Sarah and Dragonair set off on the long route back to New Bark Town. Along the way Sarah managed to catch a Primeape and Dragonair KO'd a Wild Aipom. Then, suddenly Team Rocket leaped out of the bushes, followed by Arbok and Weezing – not forgetting Meowth!

Singing their tone-deaf motto, Team Rocket were after Dragonair. Sarah desperately called her Pokémon who quickly did an Extreme Speed attack, which took Team Rocket by surprise and sent them flying.

Then there was an awfully loud sound wave – it sounded like screeching! Dragonair darted off in the direction of Blackthorn City.

Sarah quickly sent out her Pidgeot and clambered onto the Pokémon's back to go in search of Dragonair who was already many miles away.

Unfortunately Dragonair was nowhere to be seen, but in ten minutes Sarah was back at her home at Dragon's Den. She wondered if her Dragonair was going to be okay.

Meanwhile Dragonair was fighting Team Rocket with full-on attacks! A Slam, a Dragon Breath and Extreme Speed were all tried, but nothing worked! Then suddenly, Sarah came crashing in on Pidgeot's back and demanded that her Pokémon be set free. While Team Rocket were distracted, Dragonair cut the net holding hundreds of Pokémon open and let them all out. They all charged at Team Rocket together, seeing them off for good!

Later that evening Sarah managed to get home, and when she did she told everyone about her amazing adventures and how she and Dragonair had defeated Team Rocket for good.

What do you get if you cross Pokémon with Thomas the Tank Engine?

A Pika-choo-choo!

From Simon Clarkson, Northampton

My name is Abigail Hull and I am 13 years old. I am writing to tell you that I really enjoy your magazine and I have collected every one so far. My favourite two Pokémon are Groudon, and Kyrogre (from Pokémon Emerald). I wanted to ask you when the next Pokémon League event is, and I was hoping that there was going to be one near Aldershot (where I live)? The best part of the magazine is Mew's News and Professor Yew. I really hope that the whole Pokémon thing goes on for ages.

From your biggest and best fan...
Abigail Hull from Aldershot

Well you're in luck Abigail! We just so happen to have a feature on the new Pokémon Trading Card Game City Championships in this very issue. Get yourself over to page 42 where the card section begins. Your best bet will definitely be Normandy in Surrey.

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address:
PokéChat, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ or email: pokemonworld@imagine-publishing.co.uk

SUBSCRIBE & SAVE!

Subscribe today and get ten issues of Pokémon World delivered to your door with a whopping discount! Every issue comes with a fantastic free gift!

2 EASY WAYS TO SUBSCRIBE

1. Telephone

Order via credit or debit card over the phone, call:

0870 428 1407

Overseas: +44 (0) 1795 412 896

2. Online

Point your browser to:

www.pokemon-world.co.uk

YOUR EXCLUSIVE READER PRICE, ONE YEAR (TEN ISSUES)

UK – £35 (Save 12.5%) Europe – £37.50

World – £40.00

Code: PAD 074

CALL NOW!
0870 428 1407
OR SUBSCRIBE ONLINE
WWW.POKEMON-WORLD.CO.UK

Pokémon Mystery Dungeon

TIME EXPEDITION
DARKNESS EXPEDITION

TWO EXCITING SEQUELS TO 2006'S MYSTERY DUNGEON GAMES ARE COMING YOUR WAY... THIS TIME BOTH FOR NINTENDO DS. WE CAST AN EYE OVER THEM BOTH...

We love Pokémon. Who doesn't? It might have started out as a playground fad, but the enduring quality of the games has enabled Pokémon to survive the onslaught of a dozen copycat rivals. And, most impressively, even spin-offs in the series – things like *Pokémon Puzzle League* and *Pokémon Snap* – tend to maintain a constantly high level of quality.

Pokémon Mystery Dungeon: Time Expedition and its companion *Darkness Expedition* are follow-ups to the similarly titled *Blue Rescue Team* and *Red Rescue Team* games which were released on the DS and GBA in 2006. They're not too far removed from the mainline of Pokémon games – there is a great deal of exploration here, and frequent battles – but it's all played from a slightly different perspective. You don't play as a Pokémon Trainer here; you play as an actual Pokémon representation of your own self. Which Pokémon you end up as is dictated by your response to a series of personality-defining questions posed at the outset of the games. Your writer was Meowth, but we're not really sure why – the software described my personality as "intelligent, and likely to go his own way". (Quite right.) And there's no Pokémon

collection as such; instead, you form a Rescue Team of Pokémon and set off on expeditions deep into labyrinthine dungeons, all in an effort to find treasures and return you to the real world (thereby absolving you of your Pokémon form). It's a neat concept, and it's a great excuse for some massively enjoyable dungeon trawling.

Although most of the time only the touch screen is used to display what's happening, the top screen is utilised during cut-scenes to give an extra window into the proceedings. These scene-setting sequences are surprisingly important: the game progresses through a day-to-night system, ending each day with a sound night's sleep, and it's all very elegantly put together. There are some really beautiful sunsets and forest landscapes to be seen here; the whole game looks hand-drawn. Fortunately, it has the gameplay to match its looks.

Unlike the dungeons of *Zelda*, where you can learn every map until you're able to play through them with your eyes shut, the dungeons here

are partly random, so the layout of a dungeon will be slightly different every time you enter. It's an effective system for keeping things fresh and avoiding repetition.

The battle system, too, is fresh and accessible. Your entourage walks a short distance behind your own character, so your Pokémon

IS TWO BETTER THAN ONE?

Is it a double-your-money act of cashing in on the popularity of Pokémon, or do we really need two new versions of the new *Mystery Dungeon* games? We like to think it's purely an act of creative expression and there are many good reasons for Pokémon fans to invest in both *Time* and *Darkness Expeditions* – not least of which is the fact that the two titles contain different bosses, as well as different Pokémon line-ups.

partner can initially fend off any enemies that try to attack from the rear. But then, to protect your pal and ensure that your own Pokémon levels up at a good rate, it makes sense to join in with any battle that begins. As with other DS RPGs like *Crystal Chronicles: Ring Of Fates*, combat takes place directly as you wander around – there's no cut to 'battle scenes' – so you need to be careful at all times and ensure that you're always prepared to defend your Pokémon friends and attack any baddies that might try to sap your health.

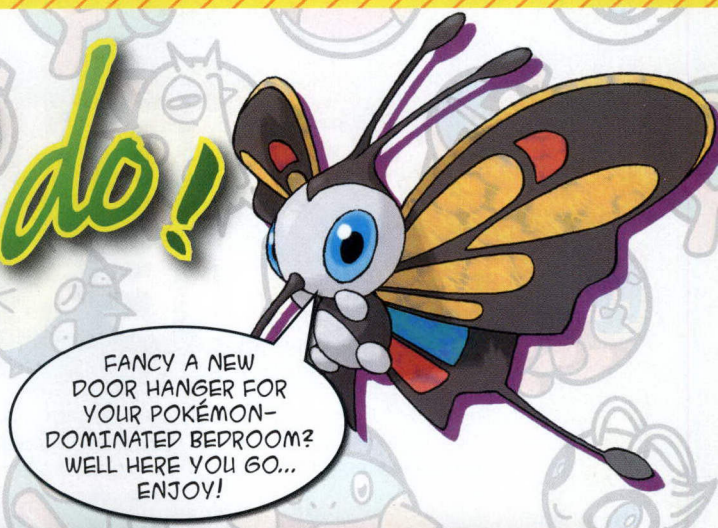
In terms of depth and longevity, *Pokémon Mystery Dungeon: Time Expedition* and *Darkness Expedition* are pretty impressive. Aside from the initially available list of 16 playable Pokémon (including Pikachu – hurray!), from which you can form a Rescue Team of four, there are in total 490 Pokémon to encounter – that's virtually the entire National Pokédex. In addition, there are other modes to enjoy outside of the main adventure, including a Battle Dojo wherein you can freely fight with any Pokémon you've encountered in the main quest.

A two-player co-operative mode (over Wi-Fi) caps these new *Mystery Dungeon* releases with the perfect amplifier; dungeon exploration is even more rewarding when you're exploring (and battling) alongside a friend. As with the vast majority of Pokémon games, *Time* and *Darkness* are more than the sum of their parts. It's probably down to the richness of the Pokémon world, but there's a spark here – something unquantifiable that makes us want to spend many hours in the company of bizarre Pocket Monsters. And again, why not?

MAKE and do!

Time to get crafty! Here's a Pokémon World Door Hanger to try...

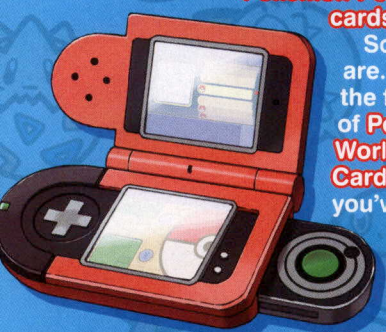
Cut out this page, stick it to some cardboard, cut along the dotted line and fold down the middle. Hey-presto!



1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH
2. CUT ALONG DOTTED LINE
3. FOLD

POKéMON WORLD POKéDEX CARDS

There we were, sitting around having a cup of tea and thinking of new ideas for your favourite Pokémon magazine when it suddenly struck us – **there are now 493 Pokémon but we've never attempted to create a full set of Pokémon Pokédex cards** for you!



So here we are... this is the first batch of **Pokémon World Pokédex Cards**. All you've got to do is cut out the cards (we've cleverly printed the fronts and backs on reverse pages!) and **keep them in one of our special Pokémon card boxes** that we've printed in this, and previous issues. If you're really feeling crafty, then we recommend that you have a go at **laminating the cards too**, giving them a nice card-like feel!

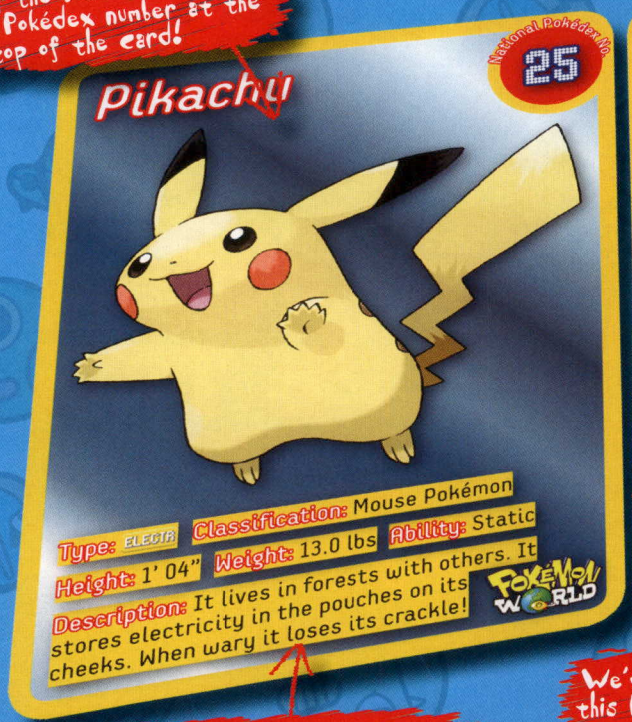
Hope you like our cool card collection – the Pokémon will be in a random order each issue. Those among you who know maths will be able to work out that **at a rate of 18 cards per issue**, it's going to take 28 issues to make it to the end of the collection, so **see you in issue 101** for the last ones! No, seriously, we'll print a lot more in future issues as they look really nifty and we think these will make a cool collection.

Believe it or not, you'll find the name of the Pokémon and its National Pokédex number at the top of the card!

All the base stats are here for you to check out before using a Pokémon in the videogames.

We've given you the sprite from *Diamond and Pearl*, and another sprite either from the earliest game this Pokémon appears in, or its back sprite if it's a new one.

Want to know if this Pokémon has starred in the Pokémon Anime? Find out here! If it hasn't appeared, then we give you some other nugget of info.


National Pokédex No. 25
Pikachu
Type: ELECTR
Classification: Mouse Pokémon
Height: 1' 04"
Weight: 13.0 lbs
Ability: Static
Description: It lives in forests with others. It stores electricity in the pouches on its cheeks. When wary it loses its crackle!
Pokémon World

Sprite: From Diamond & Pearl
Sprite: From Red & Blue
Base Statistics:
HP 35 ATTACK 55 DEFENSE 30 SP. ATT 50 SP. DEF 40 SPEED 90
Anime: Pikachu has starred in the Anime from the start. Ash Ketchum obtains one from Professor Oak in 'Pokémon, I Choose You!' Pikachu has been in every movie and most episodes!
Location: Check out the Trophy Garden to find Pikachu in Diamond & Pearl, or transfer one from an older game to the Pal Park. It's in the forest.
Evolution:
Baby > Happiness > Thunderstone
Pichu
Pikachu
Raichu

All the main info is on the front of the card – type, classification, height, weight, ability and the description from *Diamond and Pearl*.

We've given you the location of this Pokémon in *Diamond and Pearl* so you can find it for yourself!

Want to know the evolution chain for this Pokémon? You'll find it here along with how it evolves.

Bulbasaur

National Pokédex No. 1

Type: GRASS POISON Classification: Seed Pokémon

Height: 2' 04" Weight: 15.2 lbs Ability: Overgrow

Description: For some time after its birth, it grows by gaining nourishment from the seed on its back.

Ambipom

National Pokédex No. 424

Type: NORMAL Classification: Long Tail Pokémon

Height: 3' 11" Weight: 44.8 lbs Ability: Technician & Pickup

Description: To eat, it deftly shucks nuts with its two tails. It rarely uses its arms now. They work in large colonies.

Vigoroth

National Pokédex No. 288

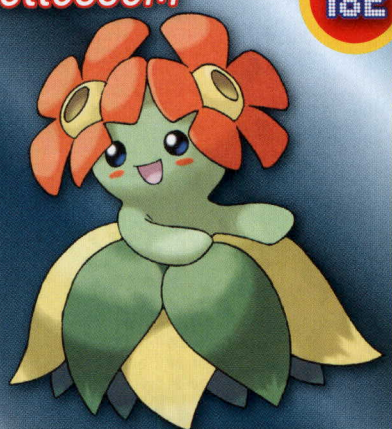
Type: NORMAL Classification: Wild Monkey Pokémon

Height: 4' 07" Weight: 102.5 lbs Ability: Vital Spirit

Description: Its heart beats at a tenfold tempo, so it cannot sit still for even a moment. It is always hungry.

Bellossom

National Pokédex No. 182



Type: GRASS Classification: Flower Pokémon

Height: 1' 04" Weight: 13.0 lbs Ability: Chlorophyll

Description: When the heavy rainfall season ends, it is drawn out by warm sunlight to dance in the open.

Mew

National Pokédex No. 151

Type: PSYCHO Classification: New Species Pokémon

Height: 1' 04" Weight: 8.8 lbs Ability: Synchronize

Description: Because it can use all kinds of moves, many scientists believe Mew to be the ancestor of Pokémon.

Turtwig

National Pokédex No. 387

Type: GRASS Classification: Tiny Leaf Pokémon

Height: 1' 03" Weight: 22.5 lbs Ability: Overgrow

Description: Made from soil, the shell on its back hardens when it drinks water. It lives along lakes. Its leaf wilts if it's thirsty.

Pikachu

National Pokédex No. 25

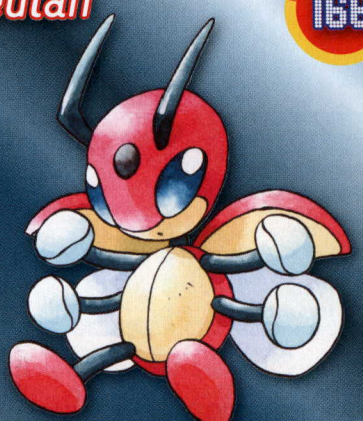
Type: ELECTR Classification: Mouse Pokémon

Height: 1' 04" Weight: 13.0 lbs Ability: Static

Description: It lives in forests with others. It stores electricity in the pouches on its cheeks. When wary it loses its crackle!

Ledian

National Pokédex No. 166



Type: BUG FLYING Classification: Five Star Pokémon

Height: 4' 03" Weight: 78.5 lbs Ability: Swarm & Early Bird

Description: It uses starlight as energy. When more stars appear at night, the patterns on its back grow larger.

Shinx

National Pokédex No. 403

Type: ELECTR Classification: Flash Pokémon

Height: 1' 08" Weight: 21.0 lbs Ability: Rivalry & Intimidate

Description: All of its fur dazzles if danger is sensed. It flees while the foe is momentarily blinded.

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 80 ATTACK 80 DEFENSE 80 SP. ATT 55 SP. DEF 55 SPEED 90

Anime: The first appearance of Vigoroth in the TV show was in an episode called 'There's No Place Like Hoenn', and it belonged to Norman.

Location: For a *Diamond* and *Pearl* Vigoroth you will need to evolve Slakoth, or upload to the Pal Park where it will appear in the forest.

Evolution:
Basic > At Lv.18 > At Lv.36

Sprite: From *Diamond & Pearl*

Sprite: Shiny version

Base statistics:
HP 75 ATTACK 100 DEFENSE 66 SP. ATT 60 SP. DEF 66 SPEED 115

Anime: Sadly Ambipom has never appeared in the Pokémon cartoon series yet, but it is thought that Dawn's Aipom will evolve when in Sinnoh.

Location: Want to get a Ambipom in *Diamond* and *Pearl*? You will need to evolve Aipom to add this Pokémon to your Pokédex.

Evolution:
Basic > Level Up with Double Hit

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 45 ATTACK 49 DEFENSE 49 SP. ATT 65 SP. DEF 65 SPEED 45

Anime: Bulbasaur has starred in the Pokémon cartoon series from the first episode 'Pokémon! I Choose You!' as one of the three Pokémon new trainers in Pallet Town can choose from.

Location: In *Diamond* and *Pearl*, Bulbasaur is found in the field at the Pal Park, once you have transferred it from a I, II or III generation game.

Evolution:
Basic > At Lv.16 > At Lv.32

Sprite: From *Diamond & Pearl*

Sprite: Turtwig's back

Base statistics:
HP 55 ATTACK 68 DEFENSE 64 SP. ATT 45 SP. DEF 55 SPEED 31

Anime: First appearance was in 'Following a Maiden's Voyage' but Ash obtained his Turtwig in 'Gettin' Twiggy With It' where three characters had to capture a starter Pokémon.

Location: Turtwig is a starter Pokémon in *Diamond* and *Pearl*, given to you by Professor Rowan from his briefcase. The Professor is near Lake Verity.

Evolution:
Basic > At Lv.18 > At Lv.32

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 100 ATTACK 100 DEFENSE 100 SP. ATT 100 SP. DEF 100 SPEED 100

Anime: Mew made its cartoon debut in the movie *Mewtwo Strikes Back* where it got into a battle with its clone, Mewtwo, and also appeared in *Lucario And The Mystery Of Mew*.

Location: Mew is available to download at Nintendo Pokémon events; you may have already done it! In *D* and *P*'s Pal Park it is in the forest.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: From *Gold*

Base statistics:
HP 75 ATTACK 80 DEFENSE 85 SP. ATT 90 SP. DEF 100 SPEED 50

Anime: *Pikachu's Rescue Adventure* was the first time Bellossom appeared in the Anime, but its first big storyline was in 'Flower Power' where a girl called Bailey had a pair of these.

Location: Bellossom can be found in *Diamond* and *Pearl* by evolving Gloom, or transferring it to the Pal Park where it is then hiding in the forest.

Evolution:
Basic > At Lv.21 > Sun Stone

Sprite: From *Diamond & Pearl*

Sprite: *D&P* back view

Base statistics:
HP 45 ATTACK 65 DEFENSE 34 SP. ATT 40 SP. DEF 34 SPEED 45

Anime: The episode 'Not On My Watch Ya Don't!' has a Shinx in it. It is owned by a little guy called Landis.

Location: Shinx is rare in *Diamond* and *Pearl*. You will need to look around Routes 202, 203 and 204 if you'd like to find one.

Evolution:
Basic > At Lv.15 > At Lv.30

Sprite: From *Diamond & Pearl*

Sprite: From *Gold*

Base statistics:
HP 55 ATTACK 35 DEFENSE 50 SP. ATT 55 SP. DEF 110 SPEED 85

Anime: Ledian has appeared twice in the cartoon series – once in *Spell Of The Unknown* and once in 'Mountain Time' where it was owned by Benji.

Location: If you'd like a Ledian in *Diamond* and *Pearl* then try Route 229 in the morning, or the Pal Park where it will be in the field when transferred.

Evolution:
Basic > At Lv.18

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 35 ATTACK 55 DEFENSE 30 SP. ATT 50 SP. DEF 40 SPEED 90

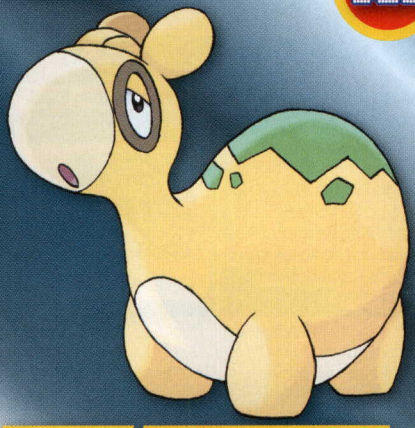
Anime: Pikachu has starred in the Anime from the start. Ash Ketchum obtains one from Professor Oak in 'Pokémon, I Choose You!'. Pikachu has been in every movie and most episodes!

Location: Check out the Trophy Garden to find Pikachu in *Diamond* and *Pearl*, or transfer one from an older game to the Pal Park. It's in the forest.

Evolution:
Baby > Happiness > Thunderstone

Numel

National Pokédex No. 322



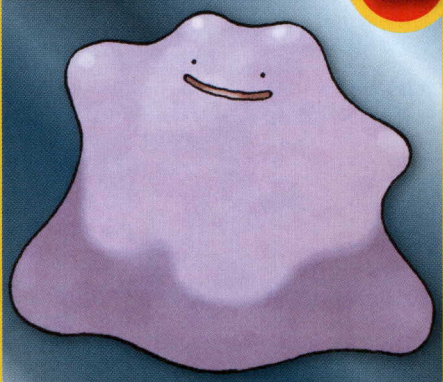
Type: FIRE GROUND Classification: Numb Pokémon

Height: 2' 04" Weight: 52.9 lbs Ability: Oblivious & Simple

Description: Its humped back stores intensely hot magma. In rain, the magma cools, slowing its movement.

Ditto

National Pokédex No. 132



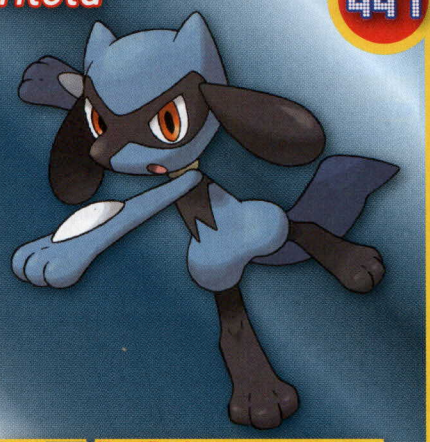
Type: NORMAL Classification: Transform Pokémon

Height: 1' 00" Weight: 8.8 lbs Ability: Limber

Description: It has the ability to reconstitute its entire cellular structure to transform into whatever it sees.

Riolu

National Pokédex No. 447



Type: FIGHT Classification: Emanation Pokémon

Height: 2' 04" Weight: 44.5 lbs Ability: Steadfast & Inner Focus

Description: The aura that emanates from its body intensifies to alert others if it is afraid or sad. Its body is lithe yet powerful.

Omastar

National Pokédex No. 139

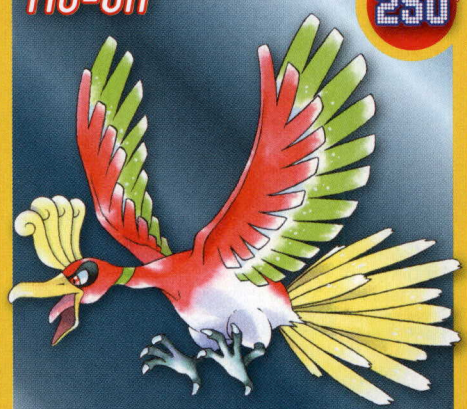
Type: ROCK WATER Classification: Spiral Pokémon

Height: 3' 03" Weight: 77.2 lbs Ability: Swift Swim & Shell Armor

Description: It is thought that this Pokémon became extinct because its spiral shell grew too large.

Ho-oh

National Pokédex No. 250



Type: FIRE FLYING Classification: Rainbow Pokémon

Height: 12' 06" Weight: 138.7 lbs Ability: Pressure

Description: Its feathers are in seven colors. It is said that anyone seeing it is promised eternal happiness.

Manaphy

National Pokédex No. 490

Type: WATER Classification: Seafaring Pokémon

Height: 1' 00" Weight: 3.1 lbs Ability: Hydration

Description: Born on a cold sea floor, it will swim great distances to return to its birthplace. Its body is 80 per cent water.

Rampardos

National Pokédex No. 409

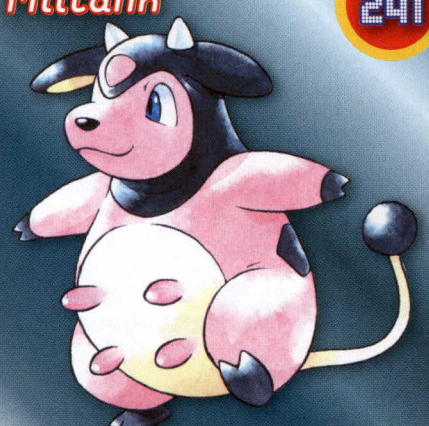
Type: ROCK Classification: Head Butt Pokémon

Height: 5' 03" Weight: 226.0 lbs Ability: Mold Breaker

Description: Its powerful head butt has enough power to shatter even the most durable things upon impact.

Miltank

National Pokédex No. 241



Type: NORMAL Classification: Milk Cow Pokémon

Height: 3' 11" Weight: 166.4 lbs Ability: Thick Fat & Scrappy

Description: It is said that kids who drink Miltank's milk grow up to become hearty, healthy adults.

Porygon

National Pokédex No. 137

Type: NORMAL Classification: Virtual Pokémon

Height: 2' 07" Weight: 80.5 lbs Ability: Trace & Download

Description: The world's first artificially created Pokémon. It can travel through electronic space.

Sprite: From *Diamond & Pearl*

Sprite: Back sprite from D&P

Base statistics:
HP 40 | ATTACK 70 | DEFENSE 40 | SP. ATT 35 | SP. DEF 40 | SPEED 60

Trading Card Game: In the Pokémon Trading Card Game you will find three Riolu cards. One is in the Diamond & Pearl expansion set, one in POP Series 6 and one in the D&P Trainer Kit.

Location: In Diamond & Pearl there is one Riolu to find. It's hatched from an egg received from Riley. Or you can see one with a trainer in Oreburgh Gate.

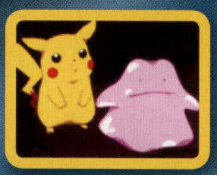
Evolution:
Baby > Happiness during the day

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 48 | ATTACK 48 | DEFENSE 48 | SP. ATT 48 | SP. DEF 48 | SPEED 48

Anime: Ditto has been lucky enough to have an entire episode named after it 'Ditto's Mysterious Mansion' where Duplica used one to perform in front of a crowd.



Location: Use the PokéRadar on Route 218 in *Diamond* and *Pearl* to find a Ditto. When transferred via the Pal Park it appears in the field.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 60 | ATTACK 60 | DEFENSE 40 | SP. ATT 65 | SP. DEF 45 | SPEED 35

Anime: Ash and his pals found a meadow full of Numel in the episode 'Game Winning Assist!' and Team Rocket were soon on the scene trying to steal these Numb Pokémon.

Location: Find a Numel on Route 27 or Stark Mountain in *Diamond* and *Pearl*, but it's a rare Pokémon. In Pal Park it's in the mountain.

Evolution:
Basic > At Lv.33

Sprite: From *Diamond & Pearl*

Sprite: Back

Base statistics:
HP 100 | ATTACK 100 | DEFENSE 100 | SP. ATT 100 | SP. DEF 100 | SPEED 100

Anime: Manaphy hasn't appeared in the cartoon series yet, but it has had an entire Pokémon movie dedicated to it and a starring role – *Pokémon Ranger And The Temple Of The Sea*.

Location: To get a Manaphy into *Diamond* and *Pearl* you need to transfer an egg from *Pokémon Ranger*, where it's in a special mission.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 106 | ATTACK 130 | DEFENSE 90 | SP. ATT 110 | SP. DEF 154 | SPEED 90

Anime: Ho-Oh was the first Generation II Pokémon ever seen in the cartoon. It appeared flying through the sky at the end of 'Pokémon, I Choose You!', the first ever episode.

Location: Hu-Oh isn't a native Pokémon to *Diamond* and *Pearl* but you can transfer yourself one from an earlier game. It'll be in the Mountain of Pal Park.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 70 | ATTACK 60 | DEFENSE 125 | SP. ATT 115 | SP. DEF 70 | SPEED 55

Anime: All the Generation I Fossil Pokémon appeared in the episode 'Attack Of The Prehistoric Pokémon' including Omastar. They were sleeping under Grandpa Canyon.

Location: You must evolve an Omanyte to create an Omastar in *Diamond* and *Pearl*, or transfer one to the Pal Park where it will be in the sea.

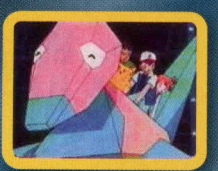
Evolution:
Basic > At Lv.40

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 65 | ATTACK 60 | DEFENSE 70 | SP. ATT 85 | SP. DEF 75 | SPEED 40

Anime: One episode has been banned around the world for giving children seizures with its flashing effects – 'Electric Soldier Porygon'. It's the only one Porygon is in!



Location: Porygon is a rare Pokémon found in the Trophy Garden in *Diamond* and *Pearl*. Or your can transfer one in the Pal Park to the field.

Evolution:
Basic > Trade with Up-Grade > Trade with Dubious Disc

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 95 | ATTACK 80 | DEFENSE 105 | SP. ATT 40 | SP. DEF 70 | SPEED 100

Anime: Miltank appears in the episode 'A Goldenrod Opportunity' where it is owned by Whitney. It's also guarding a Pokémon-only area in 'Got Miltank?'

Location: Miltank is uncommon in *Diamond* and rare in *Pearl*. Found on Routes 209 and 210 with the PokéRadar. Or in the Field in the Pal Park.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: Back

Base statistics:
HP 97 | ATTACK 165 | DEFENSE 60 | SP. ATT 65 | SP. DEF 50 | SPEED 5

Anime: In the episode 'Wild In The Streets' Roark's Cranidos evolved into a Rampardos. It then battled against Ash in a rematch battle.

Location: Want a Rampardos in *Diamond* and *Pearl*? Well you will have to evolve a Cranidos then!

Evolution:
Basic > At Lv.30

100% NINTENDO

nRevolution

THE TOP MAGAZINE FOR THE WORLD'S GREATEST GAMES MACHINES...

- The UK'S best **Nintendo Wii & DS** magazine
- 100 per cent **independent**
- Honest **reviews**, up-to-date **news** and in-depth **features**
- Exclusive **online downloads**, totally free of charge

PLUS! THE BEST **RETRO GAMING** ON VIRTUAL CONSOLE

ISSUE #17 ON SALE NOW

Join the Revolution at: **www.nrev-mag.co.uk**

VIVA PIÑATA™ PARTY ANIMALS

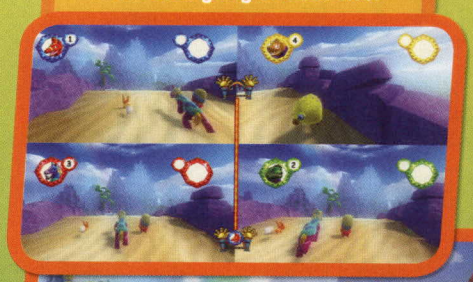
Since the original *Viva Piñata* game came out over a year ago, these cartoon critters have gone from strength to strength. The TV series has even made it on to proper telly, not just digital, and now there's a cool party game on the Xbox 360 that does away with all the serious strategy stuff and just wants you to have fun!

You start by choosing your favourite star from the cartoon – Franklin Fizzlybear, Hudson Horstachio, Paulie Pretztail and Fergy Fudgehog all making an appearance – and you then set off across Piñata Island to play all of the 50 mini-games that Rare and Microsoft have packed into the game.

It's a mix of racing games and party pieces and you can choose to play a short, medium or long version, which is good if you've got little brothers or sisters involved who perhaps don't have the attention span needed for a mammoth gaming session. Mini-games include gems like 'Burps Ahoy!', where the piñatas must send sailboats across Lake Piñata by burping into their sails; 'Caramel Apple Gobble' sees the creatures involved in one of their favourite tasks – slurping on sweet, yummy caramel apples and trying to be the first to finish their sugary fruit; and 'Blown Away' has them passing an exploding Halloween pumpkin between them with the loser the one holding it when it goes off!

It's a mix of races and mini-games that'll keep you coming back for more fun and frolics!

Four-player split-screen means you can have lots of fun without even going on Xbox Live!



There are some new piñatas making an appearance in *Party Animals* too. Meet Hailey Horstachio who brings a bit of style, glamour and spice to proceedings and Petunia Pretztail is a kung-fu chopping thrill seeker with a daredevil-may-care attitude – she'll give anyone a run for their money!

As you can probably tell, *Viva Piñata: Party Animals* has been designed with a friends and family gaming experience in mind. None of the games are particularly taxing on die-hard videogame fans, but they are all packed with fun and frolics and the visuals are as good as watching the cartoon show itself. Up to four gamers can play simultaneously over Xbox Live or using split-screen, so mum, dad and the kids can take on all-comers from around the world in the wild and wacky games!

We thoroughly enjoyed our afternoon gaming sessions with this one. If you've got an Xbox 360, grab a copy of *Viva Piñata: Party Animals* and have a real blast!

Console... Xbox 360
From... Microsoft
Due out... Out now

POKÉRATING...

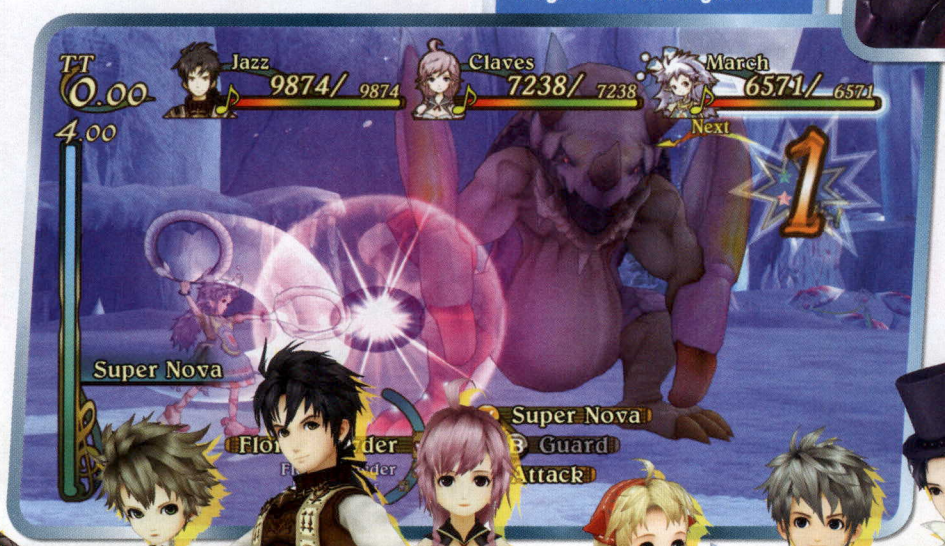
8/10

ETERNAL SONATA™

There can't be many games that use the supposed thoughts of a dying composer on his death bed as the basis of an entire role-playing adventure – but *Eternal Sonata* does! Chopin is the tune-smith in question and he is thought to have imagined a young girl facing a terrible destiny and a boy who will fight to save her – it's a tale of good, evil, love and betrayal. We're not sure how Namco Bandai knew all this about Chopin, but what we do know is that it has made a beautiful RPG that really shows off what the Xbox 360 is capable of with amazing, high-definition visuals and an innovative battle system that Pokémon fans will certainly enjoy!

The game combines free-roaming adventure with turn-based action sequences with up to three players doing battle as a team. There's also innovative use of light and dark – some enemies lurk in the shadows with their stats, attacks and potency changing while they are dark. Lure them out into the light to wrong-foot them and gain the advantage!

Three players get to battle it out with a wide range of enemies together.



With a moving and dramatic storyline, mesmerising music that Frédéric Chopin himself would have been proud of, and hours of solid gameplay, *Eternal Sonata* is a game unlike any other we can remember. It's certainly well worth a look if you are an Xbox 360 owner.

Console... Xbox 360
From... Namco Bandai
Due out... Out now

POKéRATING...

9/10

DRAGON BALL Z BUDOKAI TENKAICHI 3

Can't get enough of *Dragon Ball Z*? Well you're in luck, as the Nintendo Wii is about to be hit hard with the latest instalment of this never-ending series – *Dragon Ball Z Budokai Tenkaichi 3* (no, we can't pronounce it either)!

It's a hardcore 3D fighter that sets out to improve on everything we have known from the series before. There are now more than 150 playable characters, each with enhanced fighting techniques and lots of special effects and visual flourishes that we have not seen in previous incarnations. Fighters like Nail, King Gold and King Vegeta all make an appearance.

There are 30 battle stages to play over with a day-to-night system adding more variety, an improved control system allowing Wii gamers to mimic the signature moves of the TV series more closely and a good dose of devastating energy attacks that fans will simply love! Controls have even been simplified to make the game more accessible to new-comers – you can now perform combo moves at the touch of a button!

A cool new feature is the way you can use the power of the moon to your advantage. When the moon is out at night you will have new ways to transform your favourite *Dragon Ball Z* character! We also liked the fact that all the scenery is now completely destructible. Throw your enemy backwards and they will crash into rocks sending chippings flying, or knock them into a building to see bits smash off, causing lots of damage.

The No.1 fighting game of '05 and '06 comes back for more!

Multiplayer game fiends will be happy to learn that the Wii game has online capabilities too!

With more than 25 games in the series and 10 million copies sold, there's no stopping *Dragon Ball Z* and this Wii game is probably the best of the bunch. The developers have worked really hard to bring *Dragon Ball Z* up to date – it's a must for fans of the TV show.

Console... Wii
From... Namco Bandai
Due out... 31 January

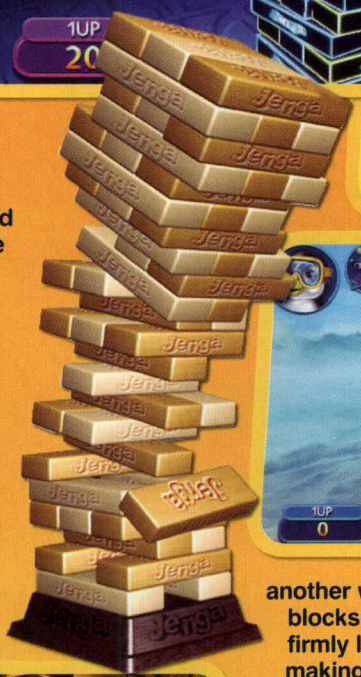
POKÉRATING...

9/10

Jenga

Surely you've all played Jenga – it's a game that has been around since the early Eighties and has become a worldwide hit for board game maker Hasbro. Well, Atari has snapped up the licence to make videogames based on the block-toppling original and have a DS and Wii version all ready to go!

Of course, the Nintendo consoles are perfect for a conversion such as this. The Wii Remote and Nunchuk are used to great effect, allowing players to get physical with their Jenga game and move as they would playing the real-life version. The DS touch-screen has been utilised too, with players using the stylus in an attempt to stop the tower falling. All controls are intuitive and easy to use – these games just wouldn't be possible on other consoles!



Whoa! Someone is about to become a big Jenga loser with that move. Watch out below!

This can't be right – the Jenga tower is far too neat!

You need a very steady hand to be a winner at Jenga on Wii or DS.

For those who don't know, the basic idea behind Jenga is that you take it in turns to remove a block of wood from the pile, then add it to the top. Some go one way, some go another way, some can straddle other blocks and others can be placed firmly like a brick. The skill is in making sure your blocks go on without causing the Jenga tower to collapse, while placing blocks that could cause it to collapse on your opponent's turn! It's a game that welcomes players of all skill levels, and Atari has tried to inject an extra appeal to game fans by creating a bunch of crazy characters you can select to represent you in the game.

The success of the simulation here is all in the sophisticated physics going on behind the scenes – blocks move and act in a realistic way. There are single and multiplayer options, plus the choice of playing the original game or new versions with power-ups and twists that are only possible in the videogame version of *Jenga*!

Console... Wii and DS
From... Atari
Due out... 29 February

POKÉRATING...

8/10

WIN! WIN! WIN!

Jenga

DRAGON BALL Z BUDOKAI TENKAICHI 3

WIN! JENGA & DRAGON BALL Z GAMES FROM ATARI!

You've read the reviews and you can see that these new games from Atari and Namco Bandai are hot property, so how about winning copies of these games for your Wii or DS? Just answer this question via email if possible, or snail mail if you must (the postbag is big enough already you know!). The address is pokemonworld@imagine-publishing.co.uk please mark your entry 'I'd like an Atari game Compo' including your name, age, address and the console you own.

What year did Atari start making and selling computer games?

A. 1981
B. 1997
C. 1972

You need to get your entry in to us by 25 February at the latest. Winners will be drawn at random from correct entries. Good luck!

Competition Rules

1. All entries must be received by 25 February 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

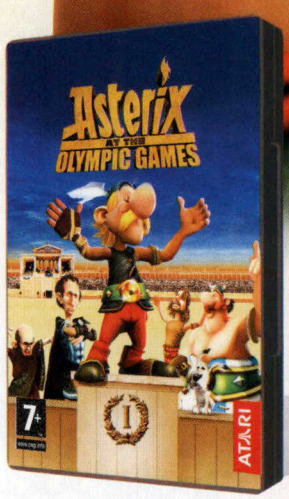
POKÉMON
WORLD

Pok
W

ÉMON
RLD

Asterix AT THE OLYMPIC GAMES

HERE COME THE REAL GODS OF SPORT



7+ www.pegi.info

PC DVD ROM Wii NINTENDO DS. PlayStation.2

© 2007 Atari Europe SASU. All Rights Reserved. Manufactured and Marketed by Atari Europe SASU
© 2007 LES ÉDITIONS ALBERT RENÉ/GOSCINNY-UDERZO
© 2008 Pathé Renn Production / La Petite Reine / TriPictures S.A/ Constantin Film / Sorolla Films / Novo RPI / TF1 Films Productions DEVELOPER : Etranges libellules

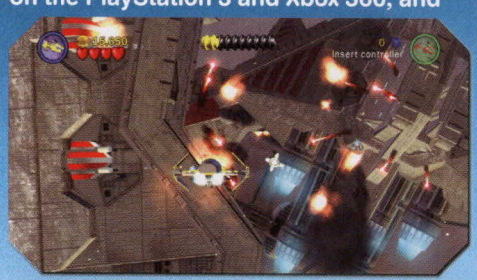
www.atari.com/asterixattheolympicgames

ATARI

LEGO® STAR WARS® THE COMPLETE SAGA

Building on the success of both *Lego® Star Wars™* blockbuster videogames, *Lego® Star Wars™: The Complete Saga* enables families to play through the events of all six *Star Wars* movies in one videogame for the first time ever. Developer Traveller's Tales takes full advantage of the unique capabilities of all three next-generation consoles, while also adding new characters, new levels and new features. Players can build and battle on the Wii, PlayStation 3, Xbox 360 and Traveller's Tales also created an entirely new Nintendo DS version.

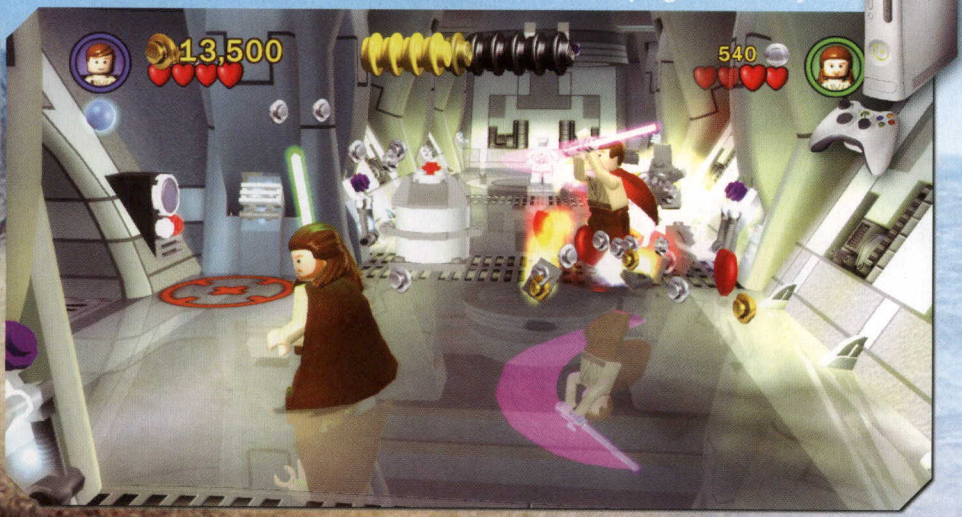
The Complete Saga takes players to the most beautiful Lego galaxy ever assembled with high-definition graphics on the PlayStation 3 and Xbox 360, and with both consoles online capabilities, families spread across the world can unite to rebuild a galaxy in pieces with cooperative two-player, drop-in/drop-out gameplay. Meanwhile, the unique Wii and Nintendo DS control schemes result in the most interactive *Lego Star Wars* gaming experience yet.



From the Trade Federation's negotiations with Obi-Wan Kenobi and Qui-Gon Jinn in *The Phantom Menace* to the space battle above Endor in *Return Of The Jedi*, *The Complete Saga* allows players to kick some brick through 36 Story mode levels, including *Episode II*'s newly added high-speed pursuit of bounty hunter Zam Wessell.

In addition to new levels and new playable characters like Aayla Secura and Watto, the upgraded Character Customiser includes all prequel trilogy characters and expanded customisation options for millions of possibilities, such as cross-trilogy mash-up characters like Han Windu and Lando Amidala. More than 160 characters can be mixed and matched in all.

More new additions to the gameplay include Force Powers. Darth Vader and other Sith characters have a new way to attack with the Dark Side of the Force by lifting enemies in to the air then swinging and throwing them a new powerful 'Force Throw' move. Jedi can now use an enhanced 'Force Push' move to send multiple droids flying into walls simultaneously. Power-ups have been enhanced and scattered throughout all levels of the game to give you a taste of the unlockable advanced powers right from the start of your adventure. Some of these power-ups are in plain sight, but some will be a bit harder to find. Power-ups give a variety



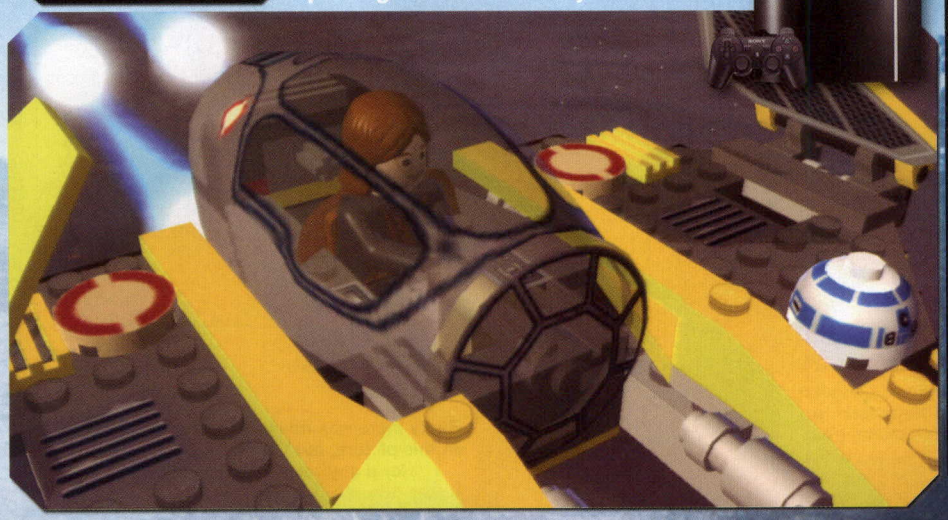
of abilities like invulnerability, turbo speed and enhanced attack damage. But the new-found power is for a limited time only, so use it wisely!

When it comes to the Wii, the motion-sensitive input of the Wii Remote gives you fun new ways to control your characters. Aspiring young Jedi can practise moves such as the Jedi Lunge, Jedi Slam, Force Transform and Force Push using the Wii Remote and Nunchuk for the first time. The unique controls also come in handy for building and climbing. Approach piles of Lego elements, and move the Nunchuk and Wii Remote up and down to move your character's arms – move faster and you will build faster. On Grapple Point platforms, sweep the Wii Remote up and to the right to launch upwards.

The DS has some great new games. Head over to the cantina for eight exclusive bonus mini-games and touch-screen challenges. There's Activation, where you must complete as many activation panel games as you can before the timer runs out; Deflection, where you get to relive the classic Lightsaber training scene featured in *Episode IV: A New Hope*; Pitstop brings you the experience of the intensity of a Mos Espa Pod Race pit stop; and Grievous sees you guiding General Grievous's Wheel Bike through the tunnel.

The Complete Saga features ten brand new Bounty Hunter missions for *Episodes I-III*. As you progress through the game, and have collected a group of Bounty Hunter characters to play, you will be invited to undertake these secret missions on behalf of Jabba the Hutt. The ten new missions complement the ten available for *Episodes IV-VI* for a grand total of 20.

The Complete Saga is the ultimate fun-time *Star Wars* experience, so be sure to check it out today!



IS THE FORCE STRONG IN YOU?

Can you name the characters from *Lego Star Wars: The Complete Saga* we are describing here?

□□□ □□□□□□

This is the dangerous, heavily armed bounty hunter mysteriously hired to eliminate Senator Amidala. Swift to action, this guy is a refined, unrelenting assassin and an excellent tracker too.

□□□□□ □□□□□□

With an athletic build, an exotic beauty, and deep cerulean hue, this character stands out among the many faces of the Jedi ranks. She was a Jedi Knight during the twilight years of the order, and operated out of the Jedi Temple on Coruscant.

□□□□ □□□□

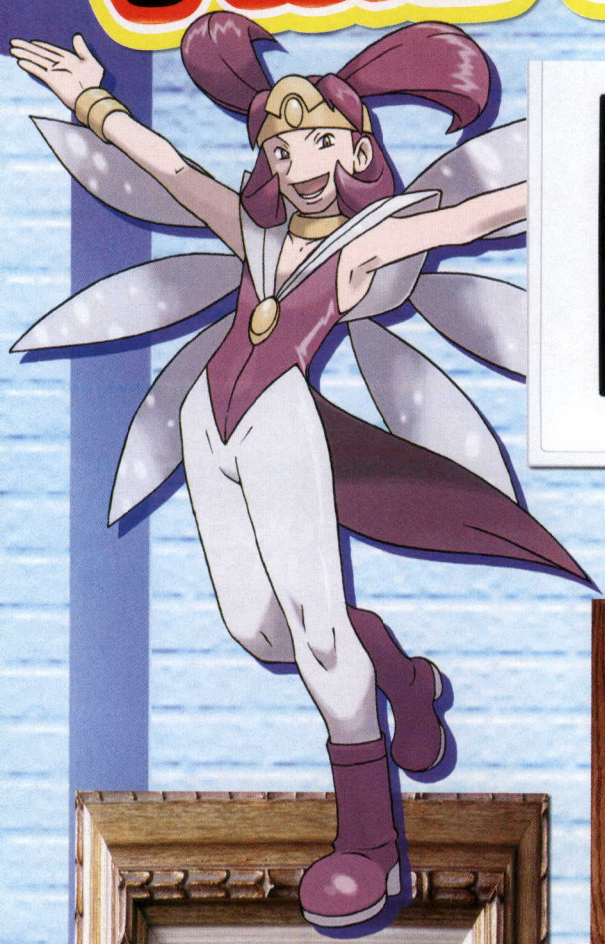
The imposing leader of Naboo's Gungans, presiding over all Gungan affairs from the beautiful city of Otoh Gunga, this character possesses a resonant voice and very strong convictions.

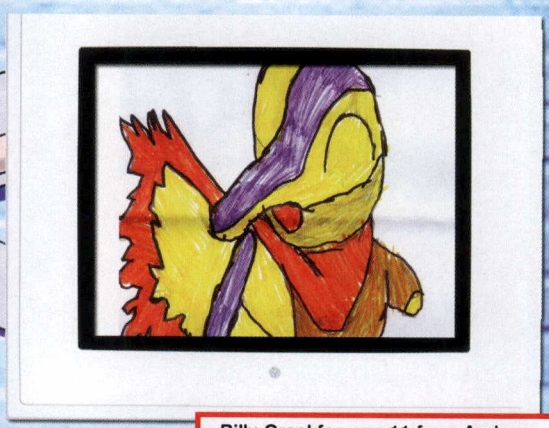
□□□□□

Anakin Skywalker's former master, now a junk dealer on Tatooine and inhabitant of Mos Espa, this character is a Toydarian with small wings and a pudgy body.

Pika-Pics

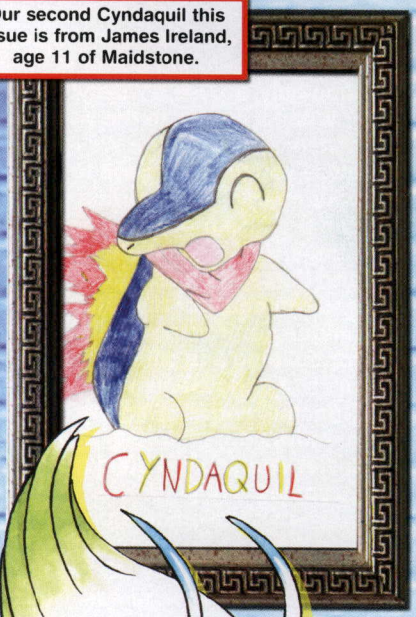
And now it's time for... the gallery. Here are all the great pics you've sent in to Pika-Pics, see if yours is here!

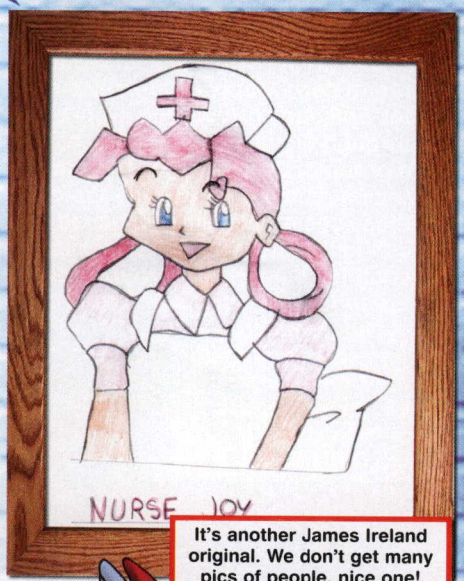




Billy Crockfor, age 11 from Andover has done this great pic of Cyndaquil. But he's not the only one...

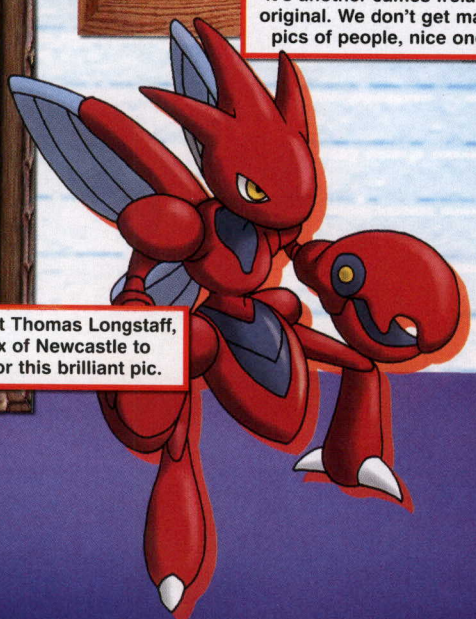
Our second Cyndaquil this issue is from James Ireland, age 11 of Maidstone.





It's another James Ireland original. We don't get many pics of people, nice one!

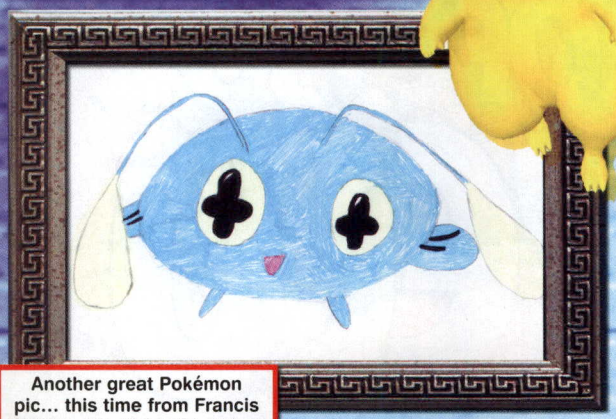
We've got Thomas Longstaff, age six of Newcastle to thank for this brilliant pic.



Sadly there was no name on this picture, but thanks for it anyway!

Send your pictures in to the usual Pokémon world address, marking them 'Pika-Pics'

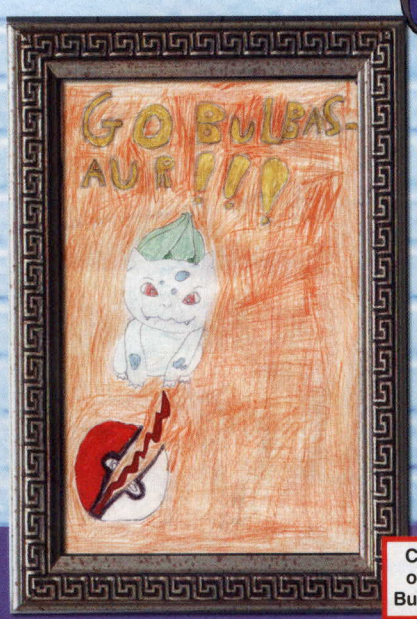
Duncan Wardrop, age eight has done a brilliant montage of Pikachu with a few pals.



Another great Pokémon pic... this time from Francis Wilson, age eight of London.

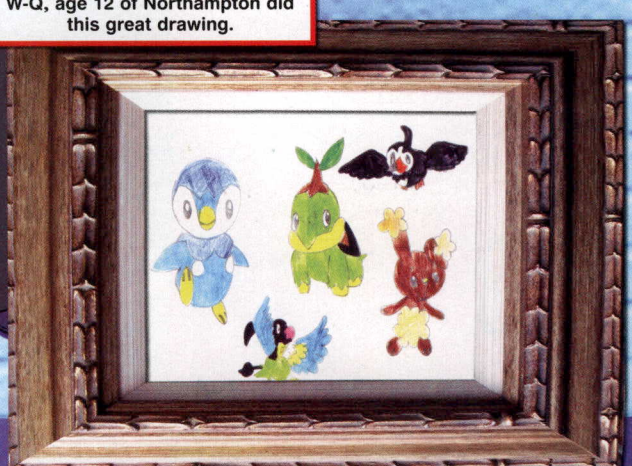
What a colourful moon Danny Mead, age 9 of Helmdon has done. Nice!

Thanks Nick Weston, age 11. Is this a Pokémon or your pet dog? We're not sure.



Charlotte Layland, age ten of Ledbury obviously likes Bulbasaur. Thanks Charlotte!

A Pokéfan calling herself Hannah W-Q, age 12 of Northampton did this great drawing.



ASK PROFESSOR YEW

Want to get in touch?
Ask Professor Yew,
Pokémon World,
Richmond House,
33 Richmond Hill,
Bournemouth, BH2 6EZ
or email pokemonworld@imagine-publishing.co.uk

Colosseum Boss Help

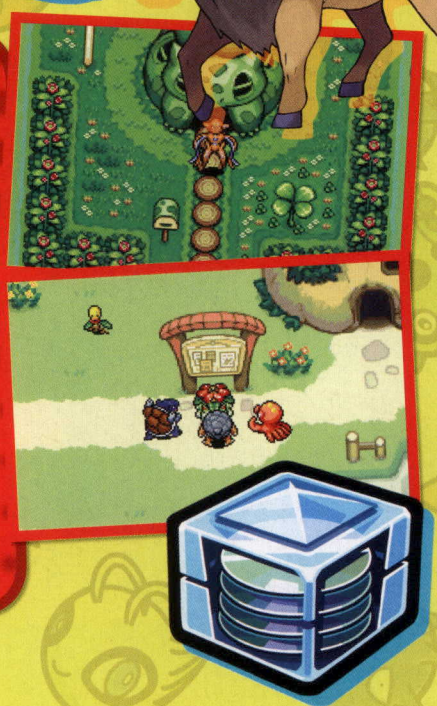
Q Dear Professor Yew, For what seems like ages now I have been playing *Pokémon Colosseum* on my GameCube, and I've made it all the way to the final boss in the game, number 14, Shady Guy. Do you have any tips for me so that I can polish this game off once and for all?
From Colin Makepiece, Nottingham

A *Of course I do Colin, I know everything there is to know about Pokémon! Well done on getting so far in the game. Shady Guy actually takes the form of yourself, so it's a tough battle. He has a Togetic at Lv 20, Armaldo Lv 68, Milotic Lv 68, Manectric Lv 68, Houndoom Lv 68 and Gyarados Lv 68. You need to make sure all of your Pokémon are at least at level 65 if you're going to beat him. If they're not, get training now! Beat Togetic with any attack you like; use a high level of Surf attack on Armaldo; Milotic and Gyarados need Electric attacks used on them; a Rock attack works on Manectric; then finish off Houndoom with a Water attack to complete the battle!*

Dungeon Freebies!

Q Dear Professor Yew, I was reading on a Pokémon internet forum about a mode in *Pokémon Mystery Dungeon: Blue Rescue Team* on DS where you can link up with other DS consoles if they are in the same mode to get free stuff. Can you tell me more about this please?
From Shane Chapman, Hereford

A *Well it's true Shane! It's called the Unknown Dungeon mode. Set your DS to this mode and you will hear a chime if another DS is nearby set to the same mode in the game. Then you will both get free items. Neat eh?*



Unlockable Revolutions!

Q Dear Professor Yew, I've been lucky enough to be playing *Pokémon Battle Revolution* and I was reading on a website that there are lots of unlockable items you get when you complete each section. Can you tell me all you know about the unlockables? Thanks, your number one fan, Gregory Packham, Paignton

A *Hello Gregory, thanks for your question, yes you're right, there are lots of unlockable things hiding away in the brilliant Battle Revolution on Wii, it's always good to have something as a reward when you complete a section of a game like this, I find. Here's the lowdown on what you can unlock for yourself...*

Bronze Badge and Rank 2 Gateway Colosseum	Complete Gateway Colosseum for the first time
Crown, Flat 50 and Colosseum Rule Changes	Complete the Star View Colosseum for the first time
Golden Bade and Star View Colosseum	Complete the Courtyard Colosseum for the first time
Pikachu Badge	Complete Main Street Colosseum for the first time
Pikachu Bag	Complete Crystal Colosseum for the first time
Pikachu Face Paint, Neon Colosseum and Crystal Colosseum	Complete Waterfall Colosseum for the first time
Pikachu Glove and Sunny Park Colosseum	Complete Neon Colosseum for the first time
Pikachu Hat	Complete the Magma Colosseum for the first time
Pikachu Jacket and Courtyard Colosseum	Complete the Sunset Colosseum for the first time
Silver Badge and Magma Colosseum	Complete Sunny Park Colosseum for the first time
Surf Pikachu (Level 10) with Surf Diamond and Pearl downloadable	Complete all ten Colosseums for the first time

There are also Leader outfits you can unlock as you go along...

Unlock Electivire Outfit	Defeat the Crystal Colosseum Leader with Lv 50 All Rule
Unlock Groudon Outfit	Defeat the Magma Colosseum Leader with Lv 50 All Rule
Unlock Kyogre Outfit	Defeat Waterfall Colosseum Leader with Lv 50 All Rule
Unlock Lucario Outfit	Defeat the Sunset Colosseum Leader with Lv 50 All Rule
Unlock Pachirisu Outfit	Defeat the Main Street Colosseum Leader with Lv 50 All Rule
Unlock Roserade Outfit	Defeat the Neon Colosseum Leader with Lv 50 All Rule

Smash Bros Melee monsters

Q Dear Prof Yew, Do you have any info on the Pokémon that are hiding inside *Super Smash Bros Melee* on the GameCube? From Ben Digby, Warrington

A *Certainly do Ben – take a look at this chart to the right, as it has lots of info on their moves.*

Articuno - uses Blizzard (freezes any enemy nearby)

Bellossom - uses Sleep Powder (will make anyone that touches it fall asleep)

Blastoise - uses Hydro Pump (fires huge bursts of water across the stage)

Celebi - Just flies away but gives you 10,000 points and a Celebi Trophy

Chansey - uses Softboiled (releases 6 eggs that can be eaten or thrown for items)

Charizard - uses Flamethrower (will shoot out flames at both sides)

Chikorita - uses Razor Leaf (will shoot out leaves that damage whoever gets hit)

Clefairy - uses Metronome (will execute a random move from a selection)

Cyndaquil - uses Flamethrower (will pause before shooting out flames)

Electrode - uses Explosion (will blow itself up, damaging anyone nearby)

Entei - uses Fire Spin (will shoot out a blast of fire upwards, damaging anyone)

Goldeen - uses Splash (just splashes around doing nothing)

Ho-oh - uses Sacred Fire (will fly up then wreak havoc with Sacred Fire)

Lugia - uses Aeroblast (will fly up then wreak havoc with Aeroblast)

Marill - uses Rollout (will dash across the screen damaging anyone)

Mew - Just flies away but gives you 10,000 points

Moltres - uses Sky Attack (will burn whoever it touches then it will just fly off)

Porygon2 - uses Tackle (will immediately jump forward on the enemy)

Raikou - uses Spark (will fire off a shockwave around itself)

Scizor - uses Fury Cutter (will run then jump up in an opponent's direction)

DESIGN A MONSTER!

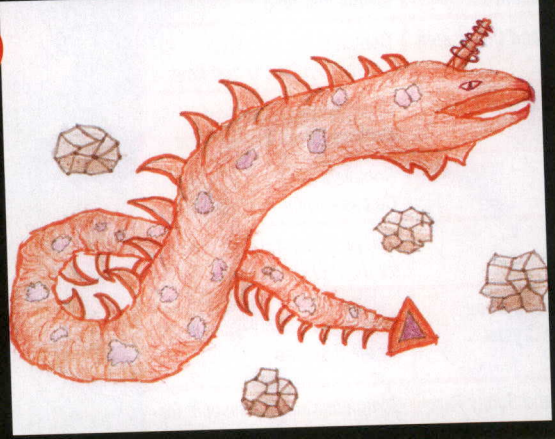
Have you made a monster? Send it in to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Monster of the Month!

Evolution: Onix with Fire Stone

Blaizix

1



Pokémon type: Rock/Fire

Special attacks: Overheat, Rock Tomb, Ancient Power

The fire snake Pokémon, Blaizix is also the evolved form of Onix. It has a large, hot beak that can crush and burn or melt virtually anything!

Alexander Repas, age 11, Sandhurst

HANDS UP IF YOU THINK I LOOK LIKE A SCARECROW!

Pokémon World Star Monster!

Pokémon World

Evolution: None

Mew Three

2

Pokémon type: Psychic/Dark/Ghost/Dragon/Fire

Special attacks: Destruction Wave, Spiritual Thief, Killzone

Pokémon World

Brief description: When a thunderstorm happened, a mysterious Pokémon appeared. It was angered by humans and destroyed everything in its path. Only PokéGangster can control it!

Anthony Andrews, age 12, London

DID YOU KNOW?

THE NEW SUPER SMASH BROS BRAWL GAME FOR WII HAS A BONSLY IN IT? YOU CAN PICK HIM UP AND THROW HIM AT PEOPLE!

Evolution: Charmander

Dark Charmeleon

3

Pokémon type: Fire/Lizard

Special attacks: Fire Blast, Ember, Scratch, Dark Sore

Pokémon World

Brief description: A battle once commenced with two wild Pokémon fighting each other. Those two were Dark Charizard and Dark Charmeleon.

Anthony Andrews, age 12, London

Evolution: Charidactly

Aerozard

4

Pokémon type: Dark/Dragon/Fire

Special attack: Dark Claw, Dragon Wave, Dark Confusion

Pokémon World

Brief description: This Pokémon will take two Master Balls to catch it. It is found in volcanoes.

Benjamin Sokumbi-Walton

Evolution: Give Gengar the blue and red orb

Vampiron

5

Pokémon type: Dark/Fighting/Metal

Special attacks: Darkness Blast, Dark Pulse, Nightshade

Pokémon World

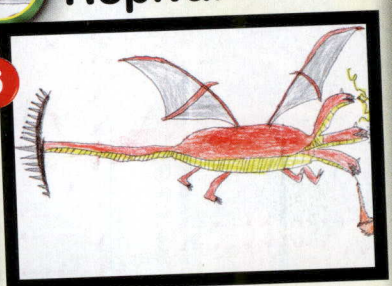
Brief description: Vampiron is usually found in the cellar of Pokémon Tower. The dark liquid is poison and the medallion is for fighting – if you take it off, it can't fight again. Its tail produces fire.

Callum Smith, age 9, Gibraltar

Evolution: 2 Dragon and 2 Poison types

Repivar

6



Pokémon type: Dragon/Poison

Special attacks: Fly, Tail Smash, Hyperbeam, Fire Blast

Pokémon World

Brief description: A mega-rare Pokémon. It's so powerful, trainers would spend their entire lives searching for it.

Conner King, age 11, Birmingham

THRILLVILLE OFF THE RAILS™

The new *Thrillville* game certainly lives up to its name with 20 death-defying rides so outrageous, they inspire the same word from every park visitor who sees them, "WHOA!" Players build these incredible 'WHOA Coasters' to leap from one track to another, launch through the air like cannonballs, blast through a burning ring of fire and more.

But the new fun doesn't stop there. *Off The Rails* features 34 playable multiplayer mini-games, 15 all-new theme areas, over 40 thrill rides, a new story that ties together more than 100 missions, and social interaction with park guests that's better than ever. The in-depth conversations both advance the plot and suggest better ways to manage the park. But is every guest to be trusted?

In the home console versions you get to experience the fun of interacting with a theme park you create. You build and ride your own creations, talk and joke with all your guests and play dozens of mini-games. Visit 15 themed areas like Battleville, Winterville, Spaceville and Aeroville, all spread throughout five new parks. Create 20 death-defying WHOA Coasters such as the Hotrod Stunt, where a nitro boost propels a car across a broken track; Pendulizer, where a giant arm grabs the car just before a gap in the track, whips it around in a full circle, then sets it down on the other side; Escape Drop has the track holding a car stationary as it lifts itself from level ground to a full 90-degree drop – then it lets go! You can even distinguish your rides more with enhanced custom options. Attach animatronics flowers, and flaming hoops to all of your coasters and rides.

There are 34 mini-games packed into this experience – 14 new, 20 returning from the original *Thrillville*, but with new levels. The Robo K.O. has you hitting, bopping and blocking with boxing robots; Sparkle Quest is a delightful 2D platforming action game on Sparkle Island; Bandito Chinchilla is a classic side-scrolling beat-'em-up where you're a boxing Chihuahua; and Tank Frenzy gets combative with a vertically scrolling shoot-'em-up.

TEST YOUR STRENGTH!

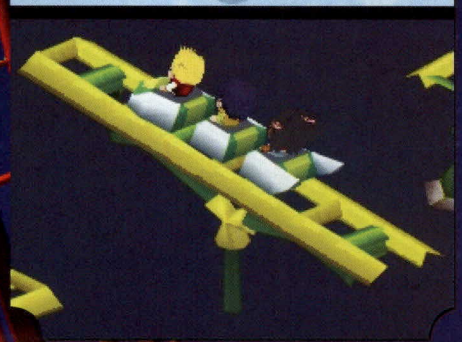
We've hidden ten words from the world of *Thrillville: Off The Rails* in this wordsearch. Can you find them all, ring the bell and win top prize? They go up, down, left, right and diagonally in all direction! Here are the words you need to find...

THRILLVILLE
OFFTHERAILS
DEATHDEFYING
PENDULIZER
ROLLER
COASTER
DONKEY
BOXING
WHOA
DERBY

Z	T	O	M	Q	W	D	X	R	G	T	P	E	I
Y	W	V	F	E	C	E	I	Y	T	E	L	D	W
W	F	K	J	F	M	A	C	O	V	V	D	O	Y
J	F	P	Y	B	T	T	P	Z	A	W	A	L	T
R	V	H	V	B	T	H	P	E	G	D	O	W	T
O	R	W	I	M	R	D	E	S	P	W	H	G	N
L	N	T	C	J	O	E	N	R	G	O	I	F	S
L	B	V	S	N	D	F	D	R	A	R	B	O	E
E	T	J	K	G	U	Y	U	Y	U	I	G	V	S
R	M	E	T	H	R	I	L	L	V	I	L	L	E
O	Y	R	T	G	G	N	I	X	O	B	V	S	F
O	Y	V	J	U	M	G	Z	R	U	Y	U	S	E
T	Z	N	N	O	F	R	E	T	S	A	O	C	Z
B	H	H	O	H	Z	A	R	V	E	M	P	L	Q

This new version of *Thrillville* boasts smarter guests, better dialogue, and more focused two-way conversation. There are Wii exclusives too – use the Wii Remote in innovative ways to develop roller coasters and play mini-games with the flick of your wrist. Also, on Xbox 360 there's the exclusive feature that all mini-games have leaderboards on Xbox Live.

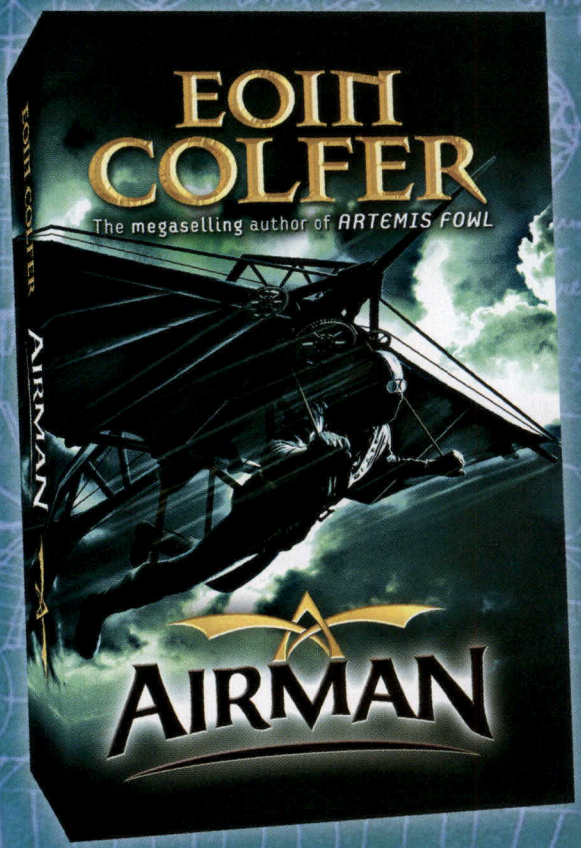
If it's a handheld game you're interested in then the Nintendo DS *Off The Rails* is a unique version built from the ground up to take full advantage of the Nintendo DS touch-screen capabilities. You get to use the stylus in innovative ways and play one of the seven new mini-games designed just for this console. Air Hockey uses the stylus to move a paddle and knock the puck into the other player's goal zone and Donkey Derby has you shooting balls into holes where scoring three balls in a row gives the option to block!



Frontier has really pulled out all the stops for the *Thrillville* sequel – buy a ticket and take this theme park extravaganza for a ride!

AIRMAN

There's something rather special for you free with this issue of Pokémon World magazine – an *Airman* Glider Kit thanks to the lovely people at Puffin Books. The kit is to celebrate the launch of a fantastic new book from celebrated author of the *Artemis Fowl* series, Eoin Colfer, which is an excellent read.



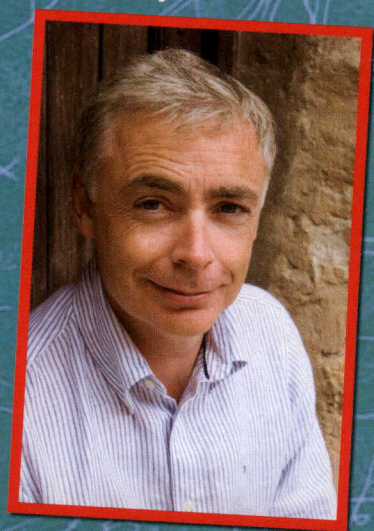
It's is a story of swashbuckling adventure, romance, science fiction and betrayal. The book boasts a dashing hero, a dastardly villain, swords a-plenty, castles, explosions, diamonds and a princess too!

Conor Broekhart was born to fly. Or more accurately, he was born flying in a hot air balloon! Little wonder he became what he did. In an age of discovery and invention, many dreamed of flying, but for Conor, flight was more than just a dream; it was his destiny. He became obsessed with flying and set about building his very own flying machine.

One dark night on the island of Great Saltee, a cruel and cunning betrayal destroyed his life and stole his future. Now Conor must win the race for flight, to save his family and right a terrible wrong...

When asked about *Airman* Eoin Colfer writes, "This is a bit of a departure for me. There are no leprechauns, no magical underground cities and no flatulent dwarves (which may have been a mistake – never underestimate the appeal of wind). But I decided that it was time to indulge myself and tell the story that has been in my heart for decades. I have long been a fan of high adventure. As a child and young man these books were without a doubt my favourite type to read. I loved the impossible tasks set for the hero, and the appalling badness of the villain. *Airman* is high adventure to the hilt of its various swords. I was determined to be serious with this book. No jokes. Not a single one. But then one sneaked in on page eight, and of course, then they all came tumbling out like beads from a bottle, and before I knew it there were even a few comedy side-kicks. No dwarfs though. Honest."

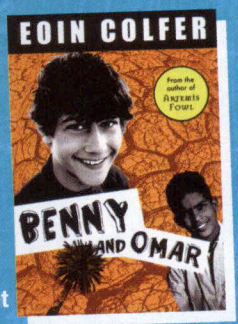
The book has received rave reviews from the press. The *Guardian* called it "A huge hit... As ever, Colfer's story rattles along at a tremendous pace with a cast of eccentric and explosive characters", *The Sunday Times* described it as "Smart and page-turning", while the *Mail On Sunday* wrote "Eoin Colfer's best book yet". ⊙



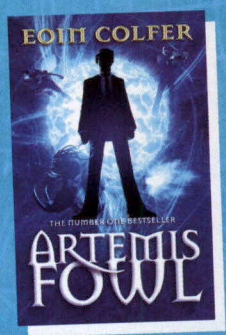
Available at your local WHSmith

Who is Eoin Colfer?

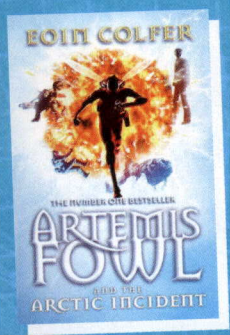
Born in Wexford, Ireland on 14 May 1965, Eoin Colfer always dreamed of writing books for a living. While his first book, *Benny and Omar*, was published in 1998, it wasn't until he created his first *Artemis Fowl* book in 2001 that he achieved massive success and worldwide recognition, becoming the New York Times best-selling author of books for children and teens. Take a look at some of Eoin's highlights...



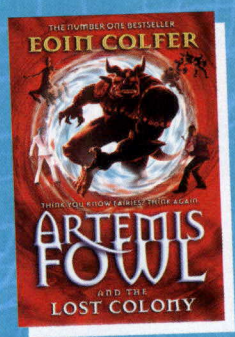
Benny and Omar



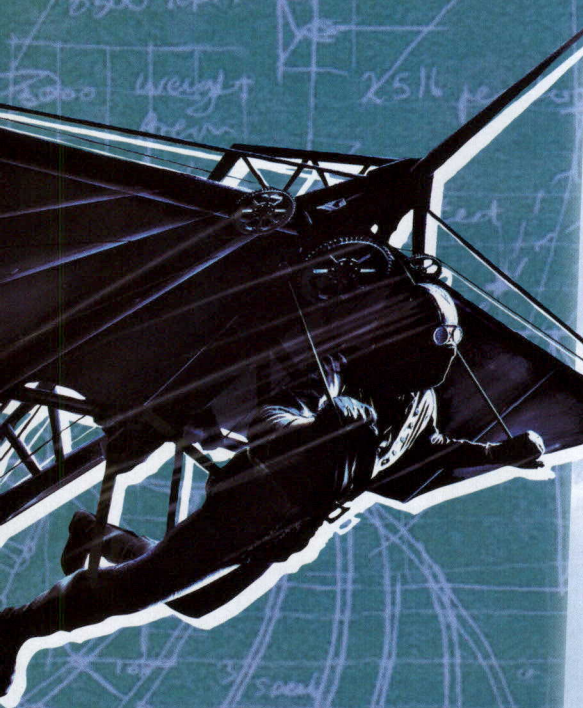
Artemis Fowl



Artemis Fowl and the Arctic Incident



Artemis Fowl and the Lost Colony



Make your own glider, just like Airman. Simply push out the pieces of our special model kit...

...follow the instructions on the back of the card very carefully, taking care with the tabs...

...slot it all together and you'll soon be flying like those magnificent men!

Is it a bird? Is it a plane?

Whatever it is, it's up to you, just get yourself on to the new *Airman* website set up to accompany the book. It's not just birds and 747s that can fly you know. Everyone can join the race for flight. And if you create the most popular machine, you'll WIN £1,000! You'll find it at...

- Create your own engineless flying machine.
- Take a video of it in flight.
- Send in the video on the website. The best videos will get added to the gallery.
- If your video gets the most views you'll win £1,000!

IsItABird.co.uk

The rules: NO engines allowed; Wingspan must be less than 50cm; Your video needs to show the machine in flight; NO people or animals should be harmed in the making of or flying of your machine.

AIRMAN
EOIN COLFER
IS IT A BIRD? IS IT A PLANE?
WHATEVER IT IS, IT'S UP TO YOU!
IT'S NOT JUST BIRDS AND 747'S THAT CAN FLY YOU KNOW. EVERYONE CAN JOIN THE RACE FOR FLIGHT.
AND IF YOU CREATE THE MOST POPULAR MACHINE,
YOU'LL WIN £1,000!
WHAT TO DO
THE RULES

POKÉMON TRADING CARD GAME

London Battle Royal

One Deck to rule them all, one Deck to find them, one Deck to bring them all and in Selfridges Hotel bind them!

From a field of 75 players, just three battled their way through to win the title Battle Royal Champion 2007. And they were all playing variants of the same deck – using Blissey and Lucario. In the last issue of Pokémon World we told you just how good Blissey could be and lo and behold, it dominated at London's Battle Royal, proving just what a force it can be.

The room was packed with players battling fiercely to see who would be crowned King or Queen of the Battle Royal, but in the end only one player in each age group could win through. Blissey was being played in abundance across all the age groups, but was it skill or the deck tweaks that helped the winners reach the top? From what we saw it was a matter of good deck-building skills and excellent player ability that took our three eventual winners to the top of the pile.

Brothers Thomas and Nicolas Harlé won through to the top spot in the Masters and Juniors age groups, while former UK Champion Nicholas Fotheringham stamped his authority on the Seniors age group by winning every single one of his matches and going undefeated through to the finals.

The brothers Harlé had made a special trip from France to play and brought with them their team-mates from Team Gouda – the team's orange T-shirts were much in evidence throughout the day and they showed many of the UK players how competitive international players can be.

While Thomas and Nicolas Harlé played exactly the same deck, Nicholas Fotheringham

Nicholas Fotheringham (left) is made an honorary member of Team Gouda as he joins fellow winners Thomas and Nicolas Harlé in the winners circle.

played an interesting variant on the normal Blissey/Lucario deck – his build could more rightly be called a Lublissio deck. Nicholas had more focus on the Lucario element and in a Blissey-rich environment he showed just how powerful that legendary fighting Pokémon could be.

So Blissey and friends took London by storm, but what we are waiting to see now is just how the addition of the 'Secret Wonders' set to the UK Modified Format from 4 December will affect the dominance of these Blissey decks? Certainly there are already some very interesting decks starting to emerge that are based around using Weavile's 'Shadow Charge' attack. And then there is the return of Electrode with the 'Energy Shift' Poké-Power and there are the multiple Gardevoir variants and Gallade that also look good. And still the threat from some of the 'Delta Decks' lurks too.

Battle Royal London may well have been the swansong for Blissey and its variants; perhaps the rule of the one deck is over? One thing is for sure though, we at Pokémon World will continue to bring you news on the best decks, the best players and best places to play – so reserve your copy and make sure you do not miss out on all the news on the Pokémon Trading Card Game.

Ditto's Hot Pick – Kingdra Surprise!

The deck that nearly won in London

Although Blissey dominated London's Battle Royal, there was one other deck being played in the Seniors age group that caught Ditto's eye. Since we had already covered Blissey and it's variants in detail last issue, we are not going to do so again this issue. So, as we are not going to cover the winning decks, Ditto was glad to see something different from the rest of the pack making it to the Seniors age group finals.

Frederick Nielsen played the deck Ditto has decided to call 'Kingdra Surprise' – it so nearly won him the Seniors' age group, where he was eventually beaten by former UK Nationals Champion Nicholas Fotheringham. His deck shows how you can still be competitive with cards from older sets and that decks laden with newer *Diamond* and *Pearl* Pokémon are not going to get an easy ride from some Delta Species decks.

So here is Ditto's Hot Pick from London's Battle Royal – we give you 'Kingdra Surprise'...

Kingdra Surprise

Pokémon (22)

4 x Kingdra EX 94 (EX Dragon Frontiers)
1 x Seadra 37 (EX Dragon Frontiers)
2 x Seadra 22 (EX Dragon Frontiers)
2 x Horsea 66 (EX Holon Phantoms)
2 x Horsea 50 (EX Dragon Frontiers)
2 x Altaria EX 90 (EX Dragon Frontiers)
2 x Swablu 65 (EX Dragon Frontiers)
2 x Fearow 18 (EX Crystal Guardians)
2 x Spearow 61 (EX Crystal Guardians)
3 x Holon's Castform 44 (EX Holon Phantoms)

Trainers (23)

3 x Holon Mentor
2 x Bebe's Search
2 x Scott
2 x Mr Stones Project
2 x Holon's Adventurer
1 x Copycat
3 x Rare Candy
2 x Crystal Beach
2 x Night Maintenance
2 x Warp Point
2 x Windstorm

Energy (15)

2 x Warp
13 x Fighting

The deck's main hitter is Kingdra EX from EX Dragon Frontiers. A solid 40 damage and the chance to attach an energy card from the discard pile make the first attack, 'Energy Link', useful but it is the 'Protective Swirl' attack that is Kingdra's best – for one fighting and two of any other energy it can do 80 Damage and take away Kingdra EX's weakness next turn.

Seadra
70 HP
STAGE 1
Smokescreen 20
If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.
Razor Wing 40

Now combine 'Protective Swirl' with the 'Extra Smoke' Poké-Body. This reduces the damage done to your stage two Pokémon by 10 HP, and yes it is cumulative, so have two Kingdra EXs in play and you'll knock 20 damage off your opponent's attack, three in play and you'll knock off 30! As you can see, with the potential to reduce your opponent's attacks and with a very respectable 140 HP, this is a powerhouse Pokémon that will certainly take some knocking out.

Seadra
70 HP
STAGE 1
Ram 20
Extra Ball 30+
If the Defending Pokémon is Pokémon-ex, this attack does 30 damage plus 30 more damage.

But any powerhouse needs to have the raw material to produce the knockout blows and Kingdra EX has an array of other Delta Species-tagged Pokémon to help it set up for the killer blows.

For example Fearow 'Delta'

Fearow
δ DELTA SPECIES
60 HP
STAGE 1
Evolves from Spearow
Poké-POWER
Delta Sign
Once during your turn (before your attack), you may search your deck for a Pokémon that has δ on its card, show it to your opponent, and put it into your hand. Shuffle your deck afterward. You can't use more than 1 Delta Sign Poké-Power each turn. This power can't be used if Fearow is affected by a Special Condition.
Pierce
30
weakness
resistance -30
retreat cost
©2006 Pokémon/Nintendo

helps you find the evolutions you need, when you need them, it has the 'Delta Sign' Poké-Power that can fetch a Delta-tagged Pokémon from your deck to your hand. Combined with Rare Candy, it can get you the big, bad Pokémon you need, exactly when you need them.

Then there is Altaria EX Delta; with the 'Extra Boost' Poké-Power, Altaria can attach a basic energy card from your hand to one of your stage two Pokémon EX, so now we can power up our big hitter quicker. Although Altaria EX has a useful attack, 'Healing Light' – it does 60 damage and can remove one damage counter from each of your Pokémon – Altaria EX is not in the deck to attack. Like Fearow and Holon's Castform it is a support line to Kingdra EX.

Finally among the Pokémon there is Holon's Castform – many of the Delta Species Pokémon have been dropped from recent decks and this one was a feature of many Delta decks in the past. Not only can you draw cards with it early in the game, based on the number of Delta-tagged Pokémon you have in play, but you can also attach subsequent Holon's Castforms drawn to your Pokémon as the equivalent of a double Rainbow Energy.

Holon's Castform
50 HP
Delta Draw
Count the number of Pokémon you have in play that has δ on its card. Draw up to that many cards.

So the Pokémon all have tremendous synergy with each other, they support the main hitter Kingdra EX, help set it up by letting you draw the cards you want, fill your hand with cards and place extra energy into play. And the same is true of the trainers; they continue to work together with the Pokémon cards in the deck. Holon Mentor fills the bench with Delta-tagged Pokémon for Holon's Castform to draw more cards. Bebe's Search lets us find the evolutions we need, so we can set up Spearow 'Delta' when we do not draw into it and when the 'Delta Sign' Poké-Power may be shut off by Cessation Crystal.

And then there is Rare Candy, which helps you evolve quickly and is backed up by Scott, which helps you get the Supporters and Stadiums you need, when you need them. All in all the trainers work nicely with the Pokémon and the result is a well-rounded deck that, with a little more luck and tweaking, could have won the London event.

SUPPORTER
Supporter
Bebe's Search
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Choose a card from your hand and put it on top of your deck. Search your deck for a Pokémon, show it to your opponent, and put it into your hand. Shuffle your deck afterward. (If this is the only card in your hand, you can't play this card.)

TRAINER
Supporter
Scott
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for up to 3 cards in any combination of Supporter cards and Stadium cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

It shows that the Delta-tagged Pokémon and Pokémon EX are still able to battle on in a *Diamond* and *Pearl* world. Our advice is not to put those Delta-tagged Pokémon away just yet; if you play the right deck you may well still pull off a 'Kingdra Surprise'!

News from the trainers' bench

The latest news on the Pokémon Trading Card and Trading Figure Games

After some delay, the UK has finally started the 2007-2008 Pokémon Trading Card Game Worlds Qualifier Season with the announcement of the first City Championship (CC) dates. The CCs are planned to run from January to March 2008.

With a new Organised Play Manager in place, the UK is starting to move forward – although it is disappointing to see that the 2008 UK Nationals may yet again be a qualified player only event. This means that players will need to win a place at Nationals through qualifying events like the City Championships (CCs) and Regional Championships (STPs).

The plan this season will be for 20 City Championships and around four Regional Championships, so that only gives us 60 players qualifying from CCs and a further 96 from the STPs, making the UK Nationals a maximum of 156 players! So start booking your place and get along to one of the UK CCs listed here.

Confirmed UK City Championships 2007-2008

City Championship Exeter

When:	Sunday 27 January
Where:	Clifton Road Games, 16 Clifton Road, Exeter, Devon, EX1 2BR
Registration:	10.30am
Start time:	11.00am
Admission:	£5.00
Organiser:	Steven Crane
Tel:	01392 259 988
Email:	mail@cliftonroadgames.co.uk
Website:	www.cliftonroadgames.co.uk

Poole City Championships

When:	Sunday 10 February
Where:	The Grasshopper, 141 Bournemouth Road, Parkstone, Dorset, BH14 9HT
Registration:	10.00am
Start time:	11.30am
Admission:	£5.00
Organiser:	Russell Murray
Tel:	07879 073525
Email:	russ@ukcardsandgames.co.uk
Website:	www.ukcardsandgames.co.uk

Normandy City Championship

When:	Saturday 16 February
Where:	Normandy Village Hall, Manor Fruit Farm, Glaziers Lane, Normandy, Surrey, GU3 2DF
Registration:	1.00pm
Start time:	2:00pm
Admission:	£5.00
Organiser:	Ben Ward
Tel:	07949 359750
Email:	benward@gamersguild.co.uk
Website:	www.gamersguild.co.uk

Normandy City Championship

When:	Sunday 17 February
Where:	The Rainham and Wigmore, Community Centre, Granary Close (off Station Road), Rainham, Kent, ME8 7SG
Registration:	12.30pm
Start time:	1.30pm
Admission:	£5.00
Organiser:	Ben Ward
Tel:	07949 359750
Email:	benward@gamersguild.co.uk
Website:	www.gamersguild.co.uk

Crewe City Championships Cheshire

When:	Saturday 1 March
Where:	131 Games, 131 Edleston Road, Crewe, Cheshire, CW2 7HP
Registration:	10.00am
Start time:	11.00am
Admission:	£3.00
Organiser:	Thomas Snook
Tel:	0774 880 1973
Email:	thomas.snook@btinternet.com
Website:	www.131games.co.uk

Now only five CCs have been confirmed so far and we have no details on the other sixteen yet. So long-term Tournament Organiser and Pokémon World contributor Ben Ward has decided to list all the ones he can find on the Pokégym website at...

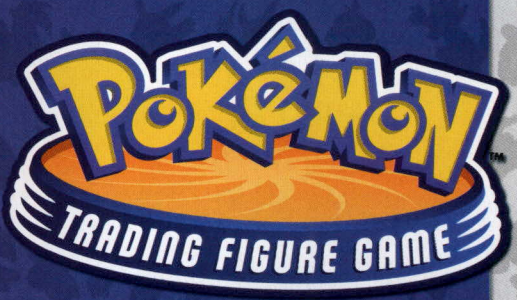
http://pokegym.net/forums/showthread.php?p=995461#post995461

Keep watching the pokégym site for the latest news on UK City Championships. Ben will update the list as and when he can.

New Pokémon Leagues?

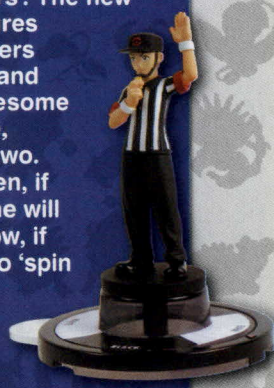
We have also heard that there are plans to expand the UK leagues. At least 20 new leagues are said to be planned and we will let you know more when we hear it. In the meantime you can check out the official league locator at:

www.op.pokemon-tcg.com/league/locator/



The latest set of the Pokémon Trading Figure Game hits the US

The US has seen the release of a follow-up set to the 'Next Quest' Pokémon Trading Figure Game... 'Groundbreakers'. The new set features 38 new figures including four new trainers – Green, Koga, Landon and Sabrina – and some awesome Pokémon, like Blastoise, Latias, Latios and Mewtwo. There is no news on when, if ever, the new figure game will come to the UK; right now, if you are a fan and want to 'spin 'em all', then eBay or direct import from the US seem to be your only options.



The Great Encounters is set for February release in the UK

Good news for Pokémon fans, the next new set for the Trading Card Game has a planned UK release date of Wednesday 13 February.

'Diamond & Pearl: Great Encounters' promises us a chance to "witness legendary battles and experience great encounters". There are new versions of Palkia and Dialga, and a mysterious legendary Pokémon in the set. We also expect to see some brand-new Pokémon – more Pokémon LV.X.

Rumour also has it that 'Great Encounters' will see the release of the newest Eeveelutions, Leafeon and Glacion, and that it will also include new versions of some classic fossil Pokémon – Kabutops, Omastar, and Aerodactyl.

For the fossil Pokémon there is a change and instead of evolving from the old 'Mysterious Fossil' card, these Pokémon will evolve from three new trainer cards – 'Dome Fossil', for evolving Kabuto; 'Helix Fossil' for evolving Omanyte; and 'Old Amber' for evolving to Aerodactyl.

'Great Encounters' is your chance to encounter greatness! Look out for...

- More new *Diamond* and *Pearl* Pokémon!
- More powerful new Pokémon LV.X.
- Includes two brand-new Legendary Pokémon – Cresselia and a mysterious, powerful Pokémon.
- Features three theme decks built around new *Diamond* and *Pearl* Pokémon!
- Exciting holographic parallel set for players and collectors alike.
- Over 100 cards in all!
- In shops 13 February 2008!
- Three theme decks – Eternal Time, Infinite Space, and Endless Night.

New blisters in Japan feature LV.X Pokémon

Japan has a new way to grab those level X Pokémon via special booster blisters – the blisters feature a booster pack and two level X Pokémon (Torterra LV.X and Bronzong LV.X in one, Empoleon LV.X and Mothim LV.X in the other).

Well that is it for TCG and TFG news for this issue. Watch out for your favourite Pokémon magazine in the shops and keep up with all the hottest gossip; pick us up, reserve a copy or, better yet, subscribe. Whatever you do, make sure you pick up your copy of the UK's best Pokémon magazine and do not miss out!

THE FIRST WORD IN PLAYSTATION

PLAY
Season 26
DVD
The ultimate PlayStation 3 DVD experience!
FREE! BONUS CONTENT
PS3 WALLPAPERS, GAME SAVES AND PC SOFTWARE
exclusive
KILLZONE 2
FIRST GAMEPLAY VIDEO REVEALED!
+48 MORE VIDEOS INCLUDING Dark Sector / Turok / Silent Hill V / Skate / BlackSite: Area 51 / Sega Rally / Haze / Uncharted: Drake's Fortune / The Simpsons / WWE SmackDown Vs. Raw 2008

NEW ISSUE OUT NOW

FEATURING

- THE HORRIFIC BRILLIANCE OF SILENT HILL V
- REVIEWS OF CALL OF DUTY 4 AND RATCHET & CLANK
- ASSASSIN'S CREED HANDS-ON VERDICT
- IS BACKWARDS COMPATIBILITY ALL IT'S CRACKED UP TO BE?
- EVERY PLAYSTATION 3, PS2 AND PSP GAME RATED!
- LOADS MORE!

FREE DVD EVERY ISSUE

With exclusive video, in-depth features, interviews, game saves and more!

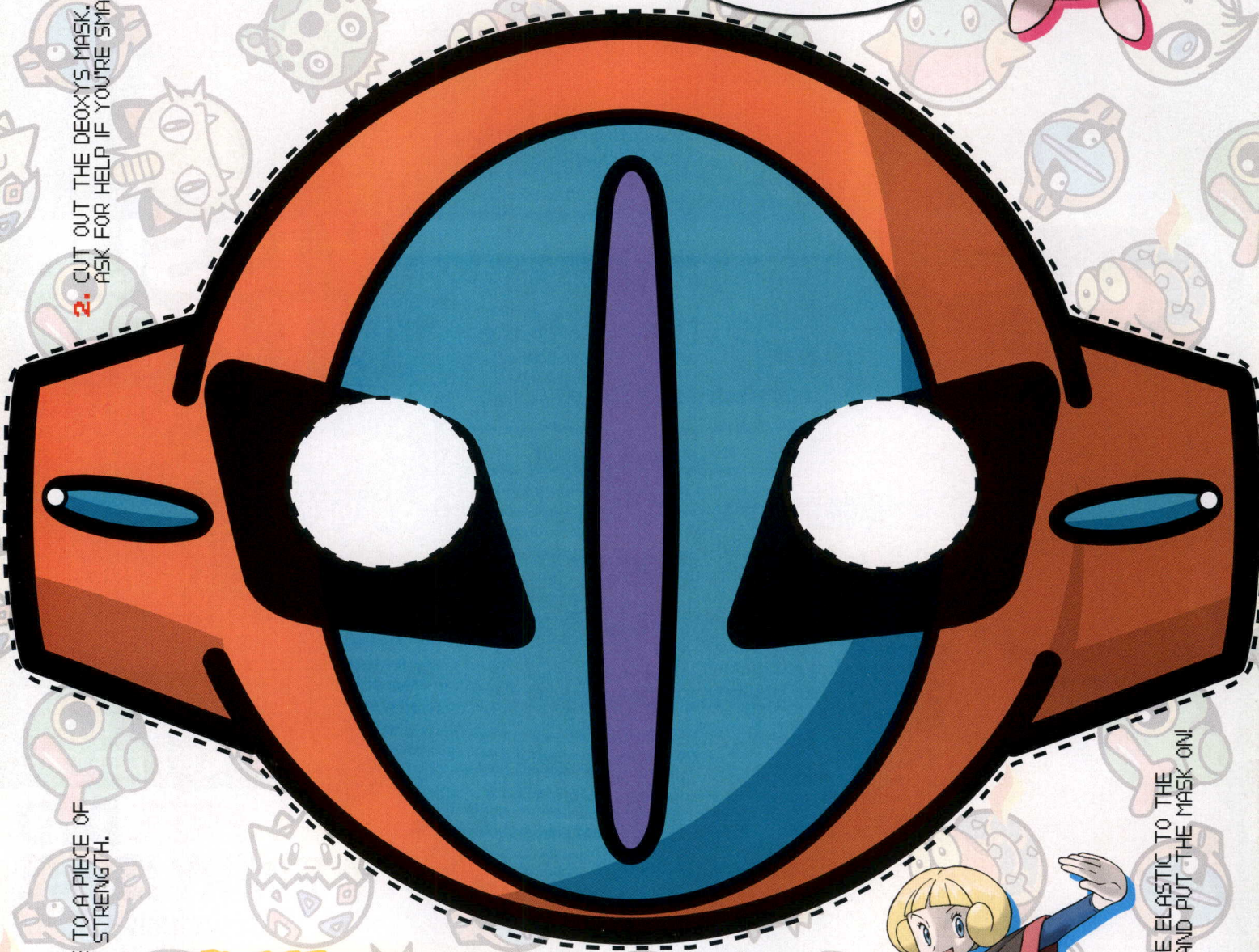
eShop Visit the Play online shop at **www.imagineshop.co.uk** for back issues and subscriptions

THE UK'S BESTSELLING INDEPENDENT PLAYSTATION MAG

MAKE and do!

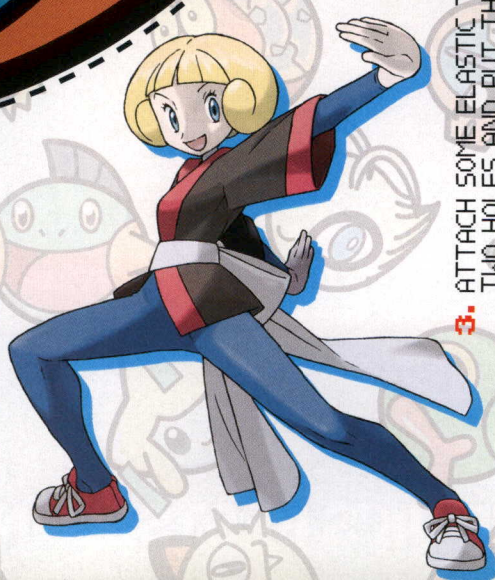
Here's another great Pokémon World mask to add to your collection. Follow the instructions, it's not difficult!

2. CUT OUT THE DEOXYS MASK. ASK FOR HELP IF YOU'RE SMALL.



1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH.

This issue it's Deoxys's turn to be masked. All you've got to do is stick this page down to a piece of cardboard, cut out the mask and attach some elastic to the holes. Cool!



3. ATTACH SOME ELASTIC TO THE TWO HOLES AND PUT THE MASK ON!

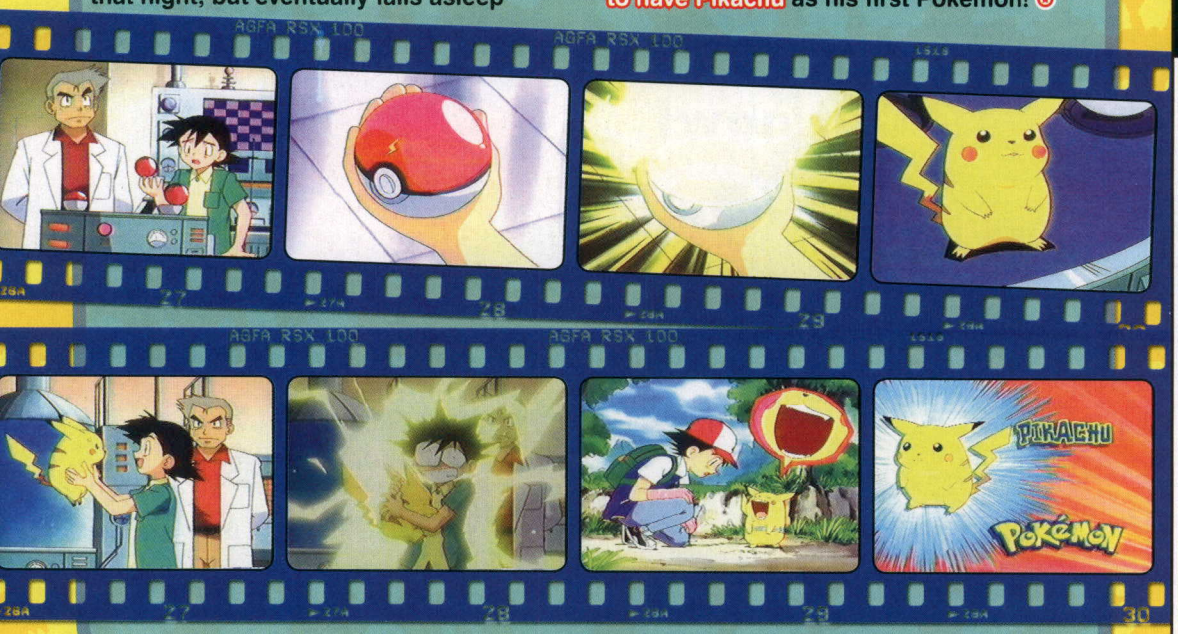
Shawn
Catarina
Matt
Olivier
Masters of Martial Arts
Fighters of Crime
Join
Matt James
and his friends
as they battle
crime in
Beijing!
Out now!
TANGSHAN TIGERS
The Stolen Jade
Dan Lee
TANGSHAN TIGERS
The Golden Key
Dan Lee
Illustrations © Jerry Paris
TANGSHAN TIGERS
The Invisible Cloud
Dan Lee
TANGSHAN TIGERS
The Silent Enemy
Dan Lee
Coming Soon
KAPOW!
Don't miss any of the action. For Tangshan Tigers competitions,
martial arts info, sneak previews and
much more visit
WEBBLIWORLD.COM
One planet – everything to play for!

great pokemon moment

1 GREAT POKEMON MOMENT

When Ash Met Pikachu!

Ash Ketchum was just a normal ten-year-old boy back in 1997 when the first ever episode of the Pokémon animated series was broadcast. Living in Pallet Town with his mum, he enjoyed watching Pokémon battles on his TV and dreamt of one day becoming a famous Pokémon Trainer. Luckily for him, Professor Oak was taking on new recruits that next day as he had three new Pokémon that were perfect for training – Squirtle, Bulbasaur and Charmander. Ash finds it hard to sleep that night, but eventually falls asleep and dreams of throwing Pokéballs. Unfortunately he picks up his Voltorb alarm clock in his sleep and throws it, smashing it. With no alarm, Ash oversleeps and is late down to Professor Oak's lab the next morning. The three Pokémon have already been given out to eager young Trainers, one of them is Gary, the Professor's grandson and Ash's arch rival! Ash pleads with Oak to let him have a Pokémon, and there is one left but there is a problem with it – it shocks anyone who tries to pick it up. Ash doesn't care, though, he's just happy to have Pikachu as his first Pokémon! ©



Keep your eyes on the newsagent's shelves on 21 February for our next issue!

POKÉMON WORLD

Write to us at...
Pokémon World
Richmond House
33 Richmond Hill
Bournemouth
Dorset
BH2 6EZ

Email us at...
pokemonworld@imagine-publishing.co.uk

Subscribe to us at...
www.pokemon-world.co.uk

Publisher...
Nick Roberts

Sub Editor...
Amy Squibb

Contributors...
Ben Ward, and the Pokémon World readers!

Printed by...
William Gibbons
26 Planetary Road
Willenhall
West Midlands
WV13 3XT

Distributed by...
Seymour Ltd
2 East Poultry Avenue
London
EC1A 9PT
Tel: 0207 429 4000

Pokémon World is fully independent and is in no way an official Nintendo-licensed publication. The views expressed within are not necessarily the opinions of Nintendo, its software partners or third-party software publishers.

All copyrights and trademarks are recognised.

No part of this magazine may be reproduced without the written permission of the publisher.

Nintendo and Game Boy are registered trademarks of Nintendo of America.

Pokémon is ©1995-2008 Nintendo/ Creatures Inc/ GAME FREAK Inc.

Crispy Chicken Publishing holds no responsibility for purchases made from companies advertising in this magazine.

CRISPY CHICKEN PUBLISHING

© Crispy Chicken Publishing 2008

Crispy Chicken Publishing is a trading name of Imagine Publishing Ltd

Cover image ©2008 Pokémon ©1995-2008 Nintendo/ Creatures Inc/ GAME FREAK Inc

ETERNAL SONATA™

Easily the best RPG on the 360.
360 (4/5)

Eternal Sonata is stunning, beautiful, enticing and unique; a work of art.
Neo (5/5)

This is by far the best game of its kind on 360 and, dare we say it, probably on any format in the world.
X360 (9/10)

Cross the Bridge Between Dreams and Reality

On his deathbed, the famous composer, Chopin, drifts between this life and the next. On the border between dreams and reality, Chopin discovers the light that shines in all of us in this enduring tale of good and evil, love and betrayal.

A traditional Japanese-style fantasy RPG.

- *Innovative battle system that combines free-roam and turn-based action*
- *Strategic use of light and darkness that affects the player's special abilities and the enemies' powers*
- *Deeply moving story combined with mesmerizing music*

12+ www.pegi.info

www.eternalsonata.eu

namco

XBOX 360. XBOX LIVE

GAME game.co.uk

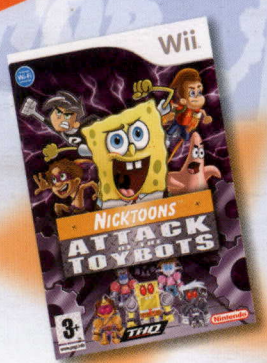
BANDAI NAMCO Games

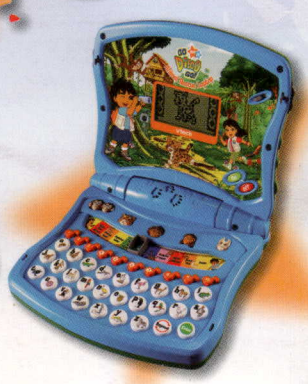
ATARI

ETERNAL SONATA™ & © 2007 NAMCO BANDAI Games Inc. Published by NAMCO BANDAI Games Europe SAS Distributed by ATARI Europe SASU

NICK SHOP

Check out special merchandise only on Nickshop!





Log onto nickshop.co.uk and take advantage of our 10% discount offer. Just use code pokemonworld during your purchase.

NICKELODEON NICK TOONS www.nickshop.co.uk NICK JR. Join in!

(c) 2007 Viacom International Inc. All right reserved. Nickelodeon, SpongeBob Squarepants and all related titles, logos and characters are tradmarks of Viacom International Inc. SpongeBob Squarepants created by Stephen Hillenburg.